

"The Cooler" 1025-186 Final Board



Date 05/06/14

Board Team Final

Network Approval Board

Record Board

Animatic Scan Board

Conformed Board 05/06/14

Design Board

യ ∐ Final Board

Adventure Time Created by Pendleton Ward

> Supervising Director Cole Sanchez

Storyboard by Andy Ristaino & Cole Sanchez

Animation Studio RDK

MM 0 3 2044

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ADVENTURE TIME c. Pnl. Bg.



day night aut

1025-186

EPISODE #

Sc. Pnl. Bg. day night

THE

COOLSO

AND AND AND COLE

AND C

Sc. Pnl. A Bg. day night

Dialog:

Action:

Timing:

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- Fireballs Jim sleets In a Lava
pool under his fire blanket.

JUN 08204

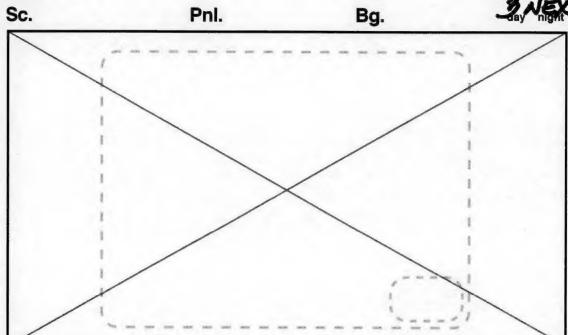
Lava & flame blanket burn

1025/186

ADVENTURE TIME



Sc. 2 CON Pnl. C Bg. day night



Dialog:

Action:

Timing:

JUN 0 3 2014

Production:

1025-186

EPISODE#



Page 3

Sc. OZ-con/Pnl. D Bg. day night

SNAP

SNA

Sc. 2 CONT Pnl. E Bg. day night

The second of the second one seco

Dialog:

SFX: ** CUCK!*

Action: -FJ PoPS up Quickey -FJ Puts out clock

JUN 0:3 2014

1025/186

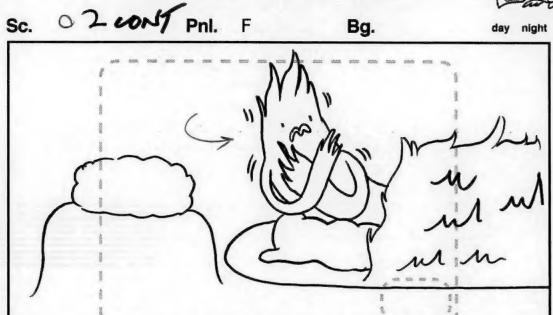
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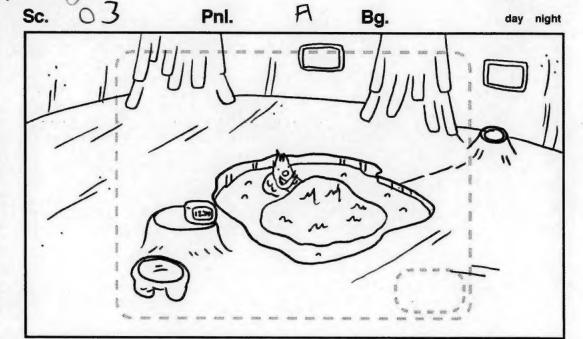
1025/186

1025-186



Page 4







1025/186

Timing:

TONGUE OF FIRE

1025 - 1

EPISODE#

ADVENTURE TIME 05 Sc. 3 cont Pol. 3 CONTPOL Bg. C Bg. 5/4 (A) Dialog: SPX: * FWOOSY * Diag Start Pan Stop-FJ Action: HOPS OUT OF BED AS FALLS TOWARDS MAGMA PANTS

Production:

JUN 0 3 2014

- ADJ. W/ ACTION

Sc. O	ADVENTURE TIME 4 Pnl. * Bg.	day night S	c. 04 cont Pnl.	B Bg.
		- Till	2000 0000 0000 0000 0000 0000 0000 000	
Dialog:			(FBJ): Whoa	!! I'm losing a ! eisn+!
Action:			- FBJ LOOKS A	OVERSIZED MAGMA PANTS
Timing:				

Production:

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a lot of

JUN_0 3 2014

day night

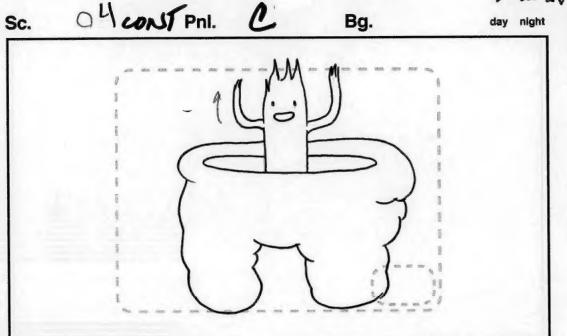
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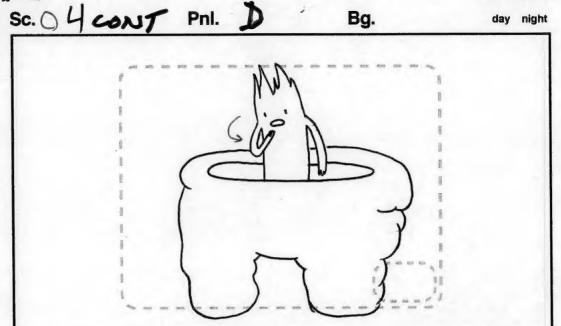
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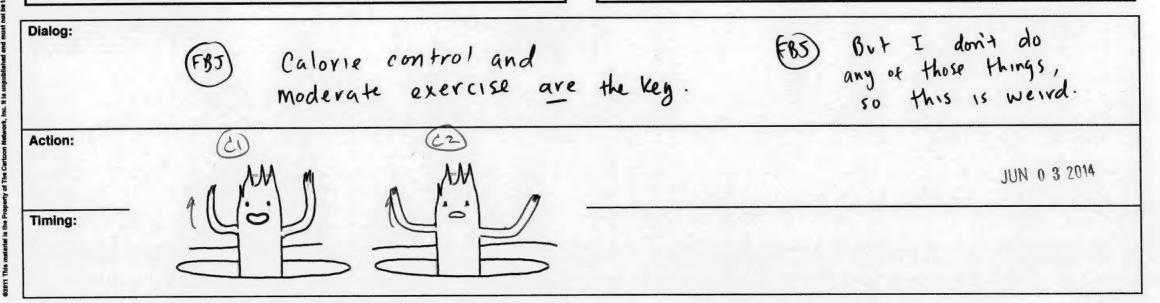
ADVENTURE TIME



Page 7





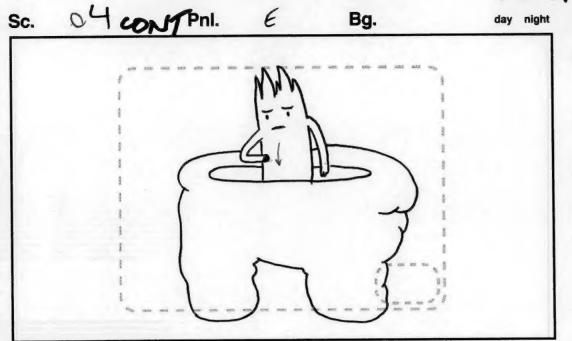


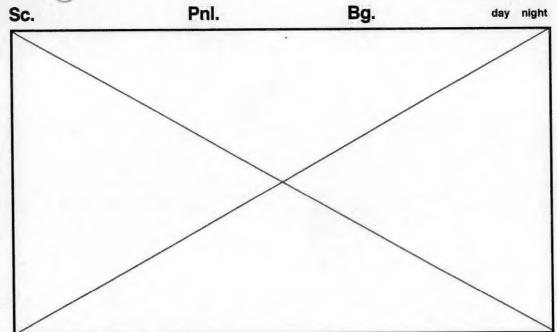
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ADVENTURE TIME







Dialog:	(EBS) - HM.	
Action:		
		JUN 0 3 2014
Timing:		

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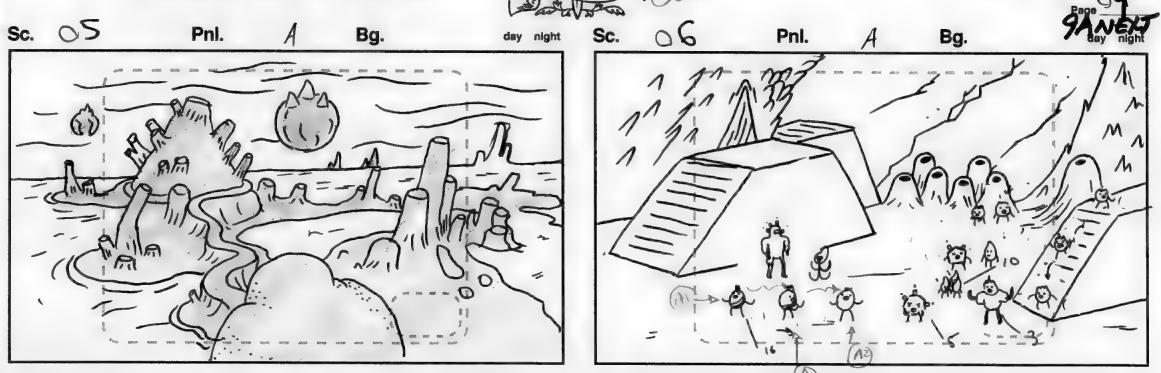
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ADVENTURE TIME





(walla) what's going on?"what's happening"

JUN 03 2000 Dialog: FIRE PEOPLE JUN 0 3 2014

(Flam = Kingdom - grey, molten lava Ext.) 15 hard - terrain 15 **Action:**

-SEE NEXT PAGE FOR CHARACTER CALL OUTS

ashn Timing:



9

1025/18

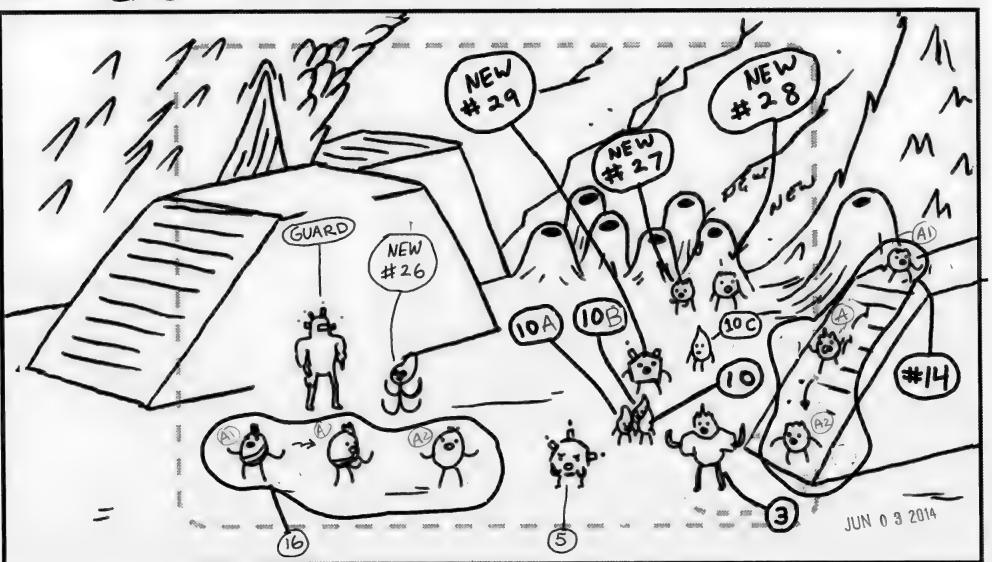
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ADVENTURE TIME



Page OPA

SC. 06 REFERENCE FOR CALLOUTS



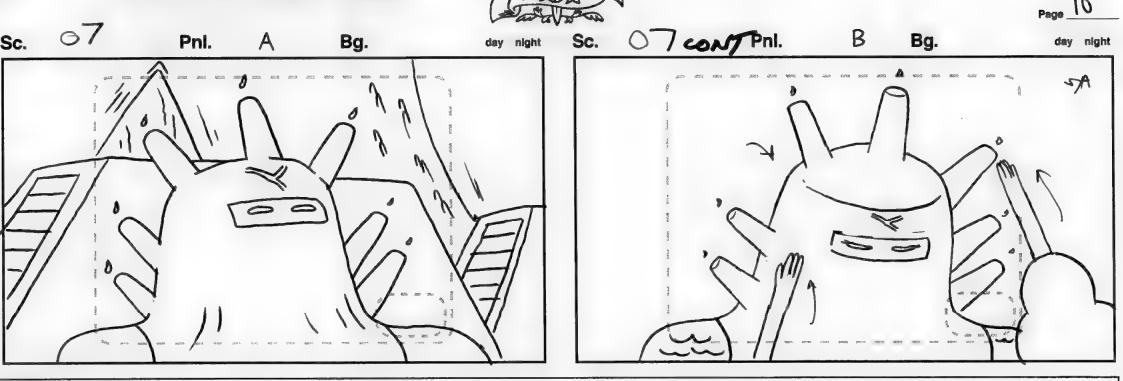
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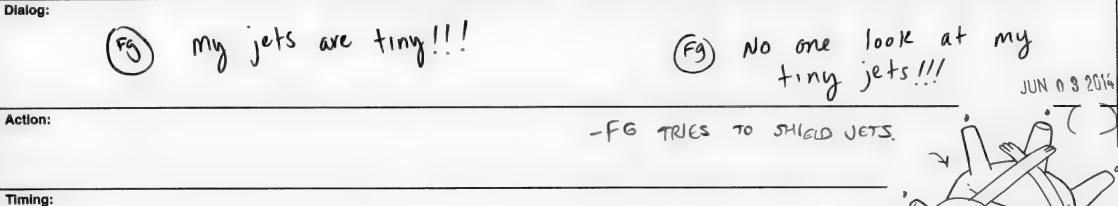
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EPISODE #

ADVENTURE TIME







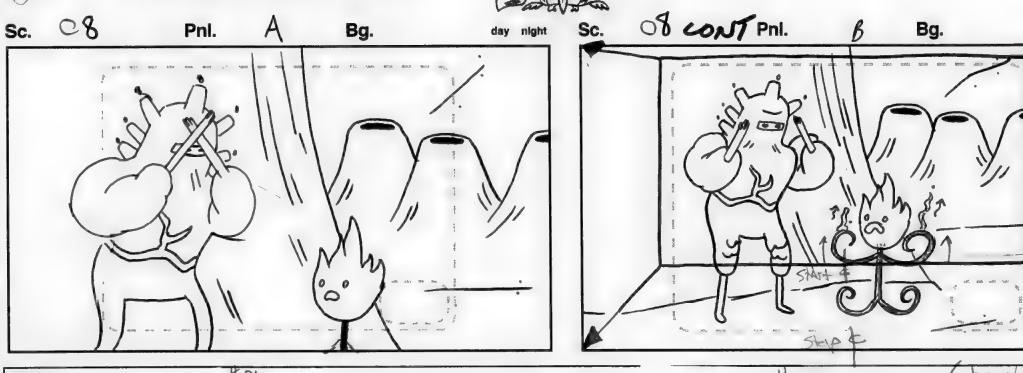
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EPISODE #



ADVENTURE TIME





My body isn't hot anymore!
(TRUCK OUT) TO RENGAL SINGGO BODY, JUN 0 3 2014

Timing:

Page 1

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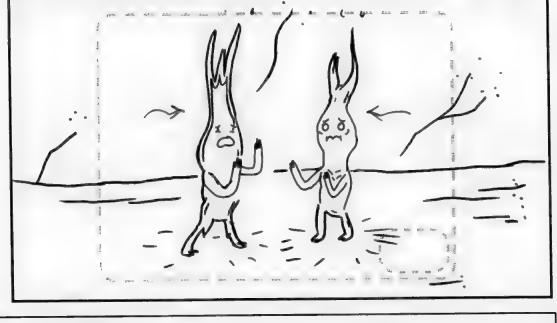
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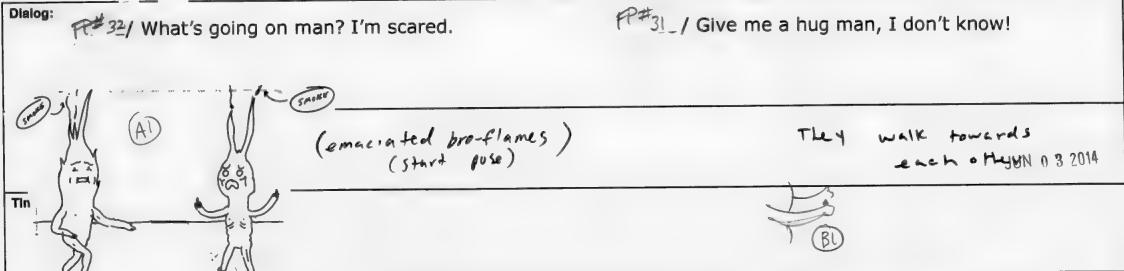
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O CON/ Pol. Bg. A Pnl. Bg. Sc. 10

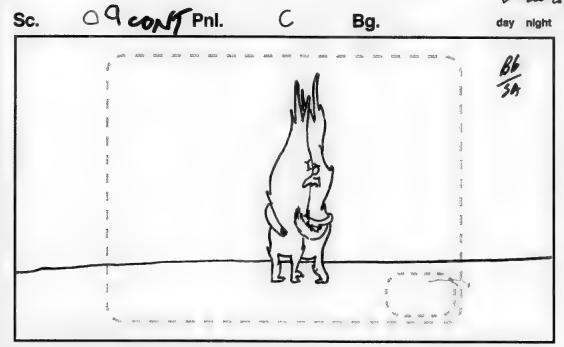


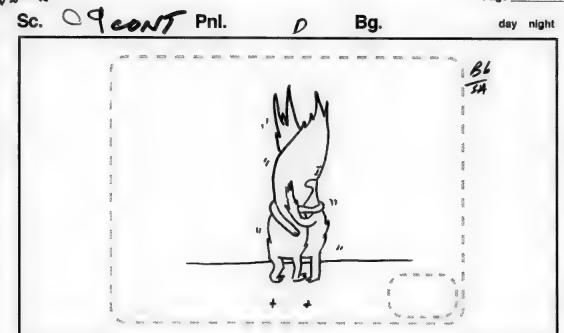


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Page 13

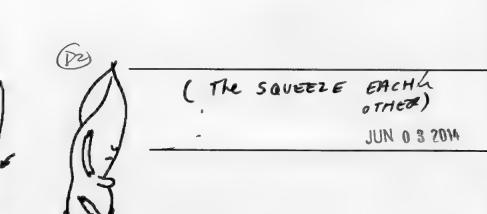




Dialog:

Action:

Timing:



Production:

1025 - 186

1025-186

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	ADVEN ⁻	TURE '	TIME						Page 14
sc. of con	M Pnl.	E	Bg.	day night	Sc. 9 CONT	Pnl.	F	Bg.	day night
Company of the party of the par		2.79	200 man and man and man and and and and and and and and and a				M. M		
Dialog:	SFX: +	· VMM *				, FP(3D) Oah! -		
Action:	(abse	orbs br	ro)		# FP	31 RENCT	5	. •	JUN 0 3 2014
Timing:									



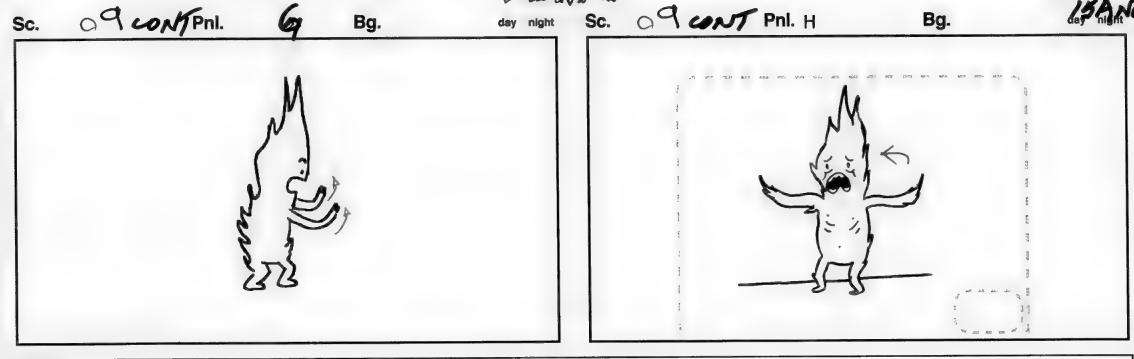


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1025 - 3

EPISODE #

Production:



Dialog:

FP 31

NO [] 1

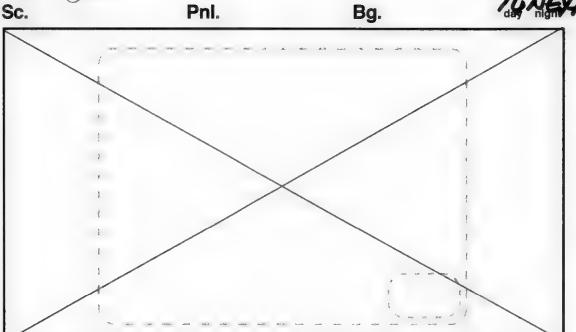
NO [] 1

NO 3 20W

Timing:



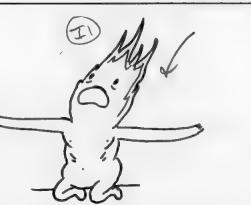
Sc. 9 CONT Pnl. I Bg. day night



Dialog: Action:

70 S

Timing:







JUN 0 3 2014

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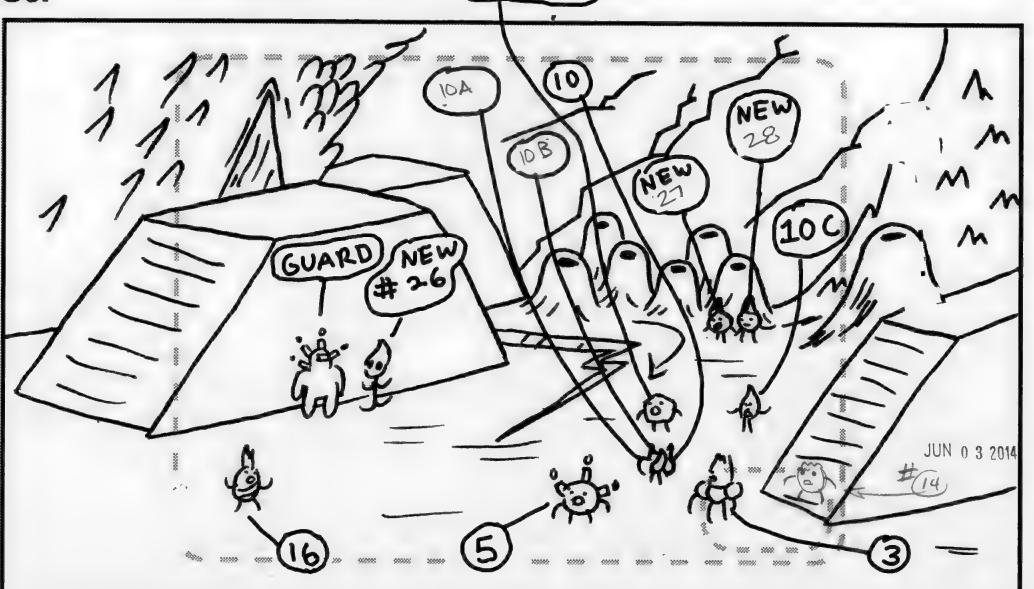
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Page 16 A
17NEXT

10 CALL OUTS. Sc.

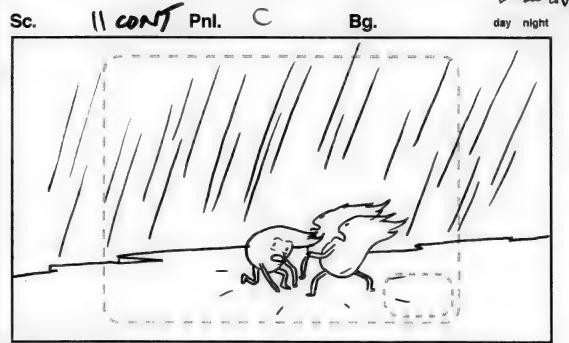
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1025-186

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HONT Pol. D Bg. Sc.

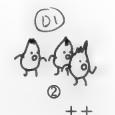
Dialog:

* WINDX

Action: turn and look, flanks flats air woosles of-

Timing:



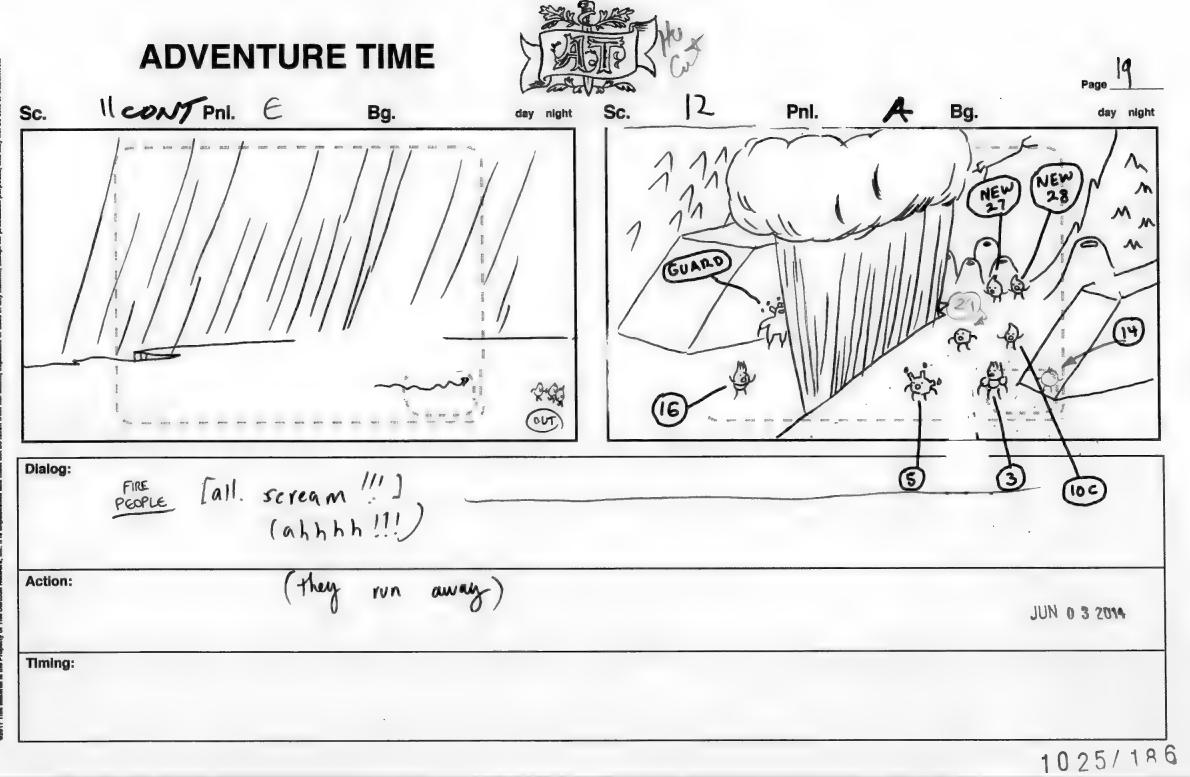






025.

1025 - 186



ADVENTURE TIME 12 -0N pnl. 2 cont Pnl. Bg. Dialog: FIRE PEOPLE : [SCREAMING -(Flame Guys SHRINK DOWN) & All FLAMES Showsh Action: THEY ALL RUN OUT OF SMOT) JUN 0 3 2014 Production: All Flames Change Color Timing:

W/ Shrink.

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100 **O**

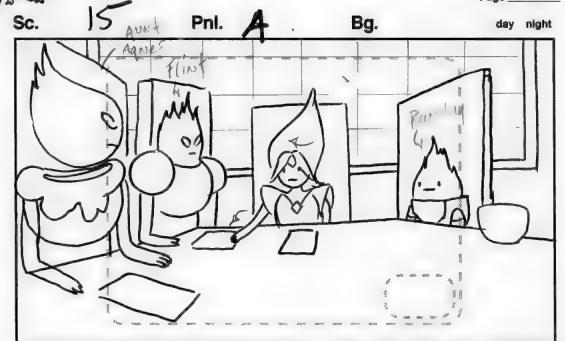
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ADVENTURE TIME



Pnl. Sc. Bg.



Dialog:

Action:

-INT, WWW ROOM

- VOLCANO MAP BEHIND FP.

Timing:



(co scratching nose)

-FP hands over dossier



JUN 0 3 2014

1025/186

Looks D Dossier (Folder)

EPISODE # 025-186

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EPISODE #

Production:

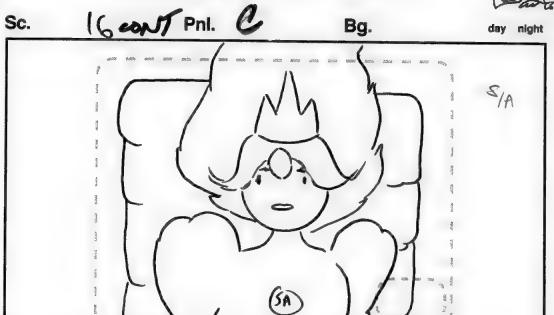


1025 - 186

EPISODE #

ADVENTURE TIME

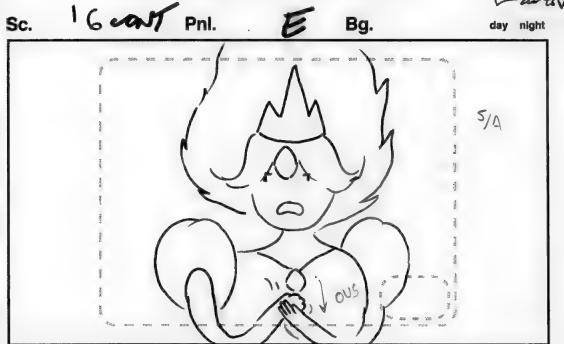


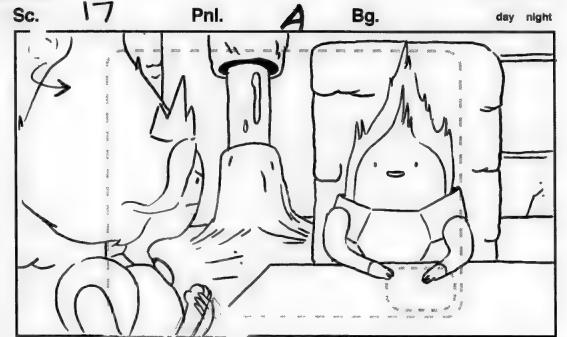






1025/186





Dialog:

sfx: (hands hit)
Ideas people.

Action:

-FP hands hit on "Ideas"

Timing:

JUN 0 3 2014



ADVENTURE TIME	26 26 AND
Sc. Meant Pnl. By Bg. (5A) (5A)	day night Sc. 17 LONT Pni. & Bg. Address right Poi.
Dialog: Randy, you are here Stay Safe only.	to (pause) & eat your snacks
Action:	(Randy turns to 100K) JUN 0 3 2014
Timing:	

S

8



Sc. Pnl. Bg. day night Sc. 17 Pnl. D Bg.

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1025-186

Dialog:

ADD pan W/W Randy turn

ADD pan W/W Randy turn

ADD pan W/W Randy turn

S/A

IUN 0 3 2014

Timing:



Sc. 17 CONT Pril. E Bg. day night Sc. Pril. Bg.

1025-186

EPISODE #

1025/18

Randy: I'll do my best sis! JUN 0 3 2014

Timing:

Action:

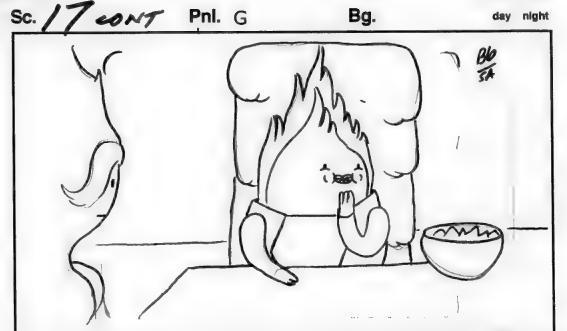
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10.25/186



Page 27



EPISODE # 1025-186

(FT)

Dialog:

5

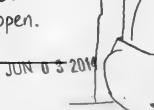
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(R) (chem chem chem)

Action:

Timing:

w/mouth open.







28

Pnl. H

Bg.

day night

Sc. 18

Pnl. A

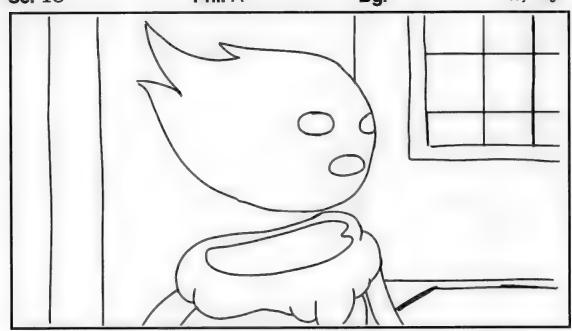
Bg.

day night

EPISODE#

1025-186

1025/186



Dialog:

0 N S

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SFX: CRUNCH - CRUNCH - CRUNCH

-SPANKS ABOVE RANDY'S HAIR

Timing:

Action:

(H) 1851 0

Aunt Agnes/ Perhaps everyone can form into a big love hug to stay warm.





Page 29

Sc. 18A

Pni. A

Bg.

day night

Sc. 19

Pnl. A

Bg.

day night

1025-186

EPISODE #

1025/186



Dialog:

THAT'S PLOICULOUS, AUNT AGNES.

I'm not that Smart!

AU JUN 0 3 2014

Production:

Timing:

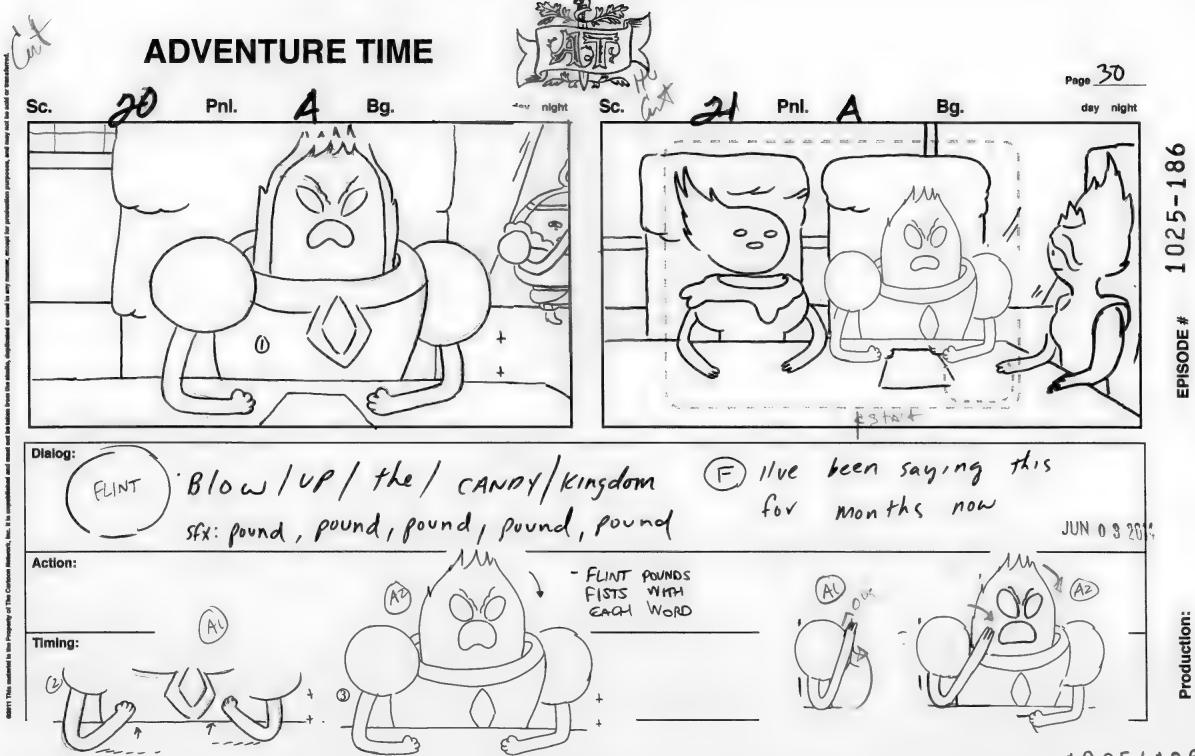
Action:

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18 0

0 N S

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Action:

Timing:

ADVENTURE TIME Sc. 2/ SONT Pol. B Pnl. Bg. Dialog: ANT PKN

Elet's blow em up with our stockpile of --

Production:

1025-186

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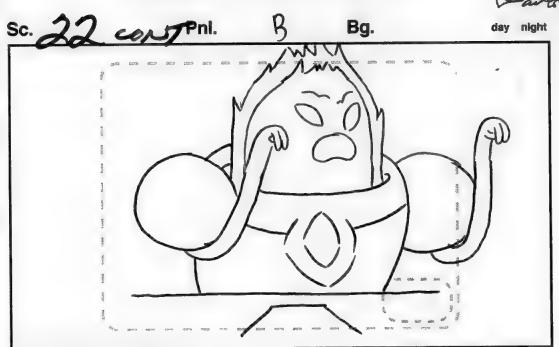
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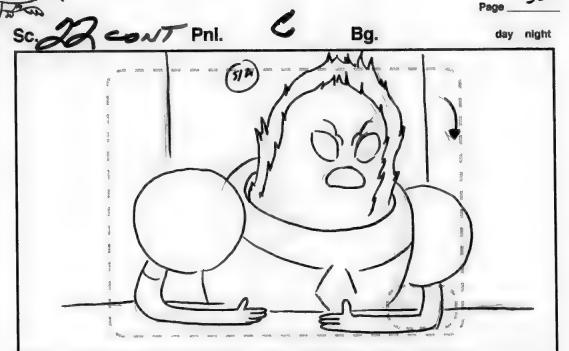
EPISODE #

ADVENTURE TIME



Page 32





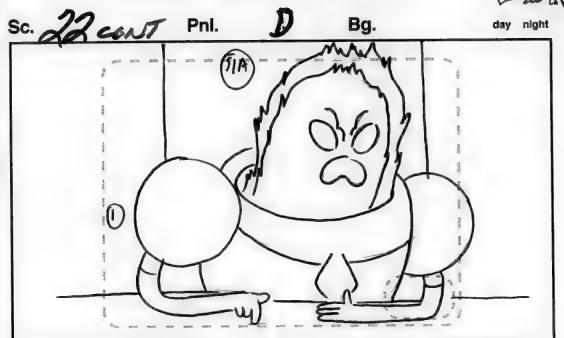


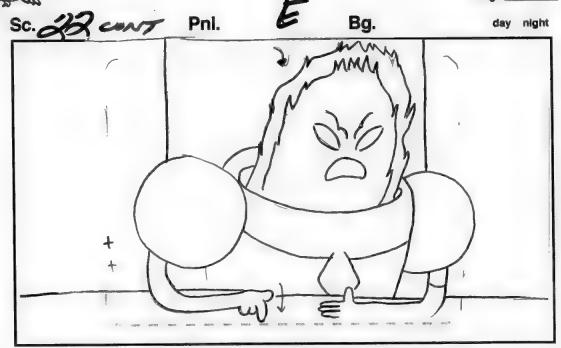
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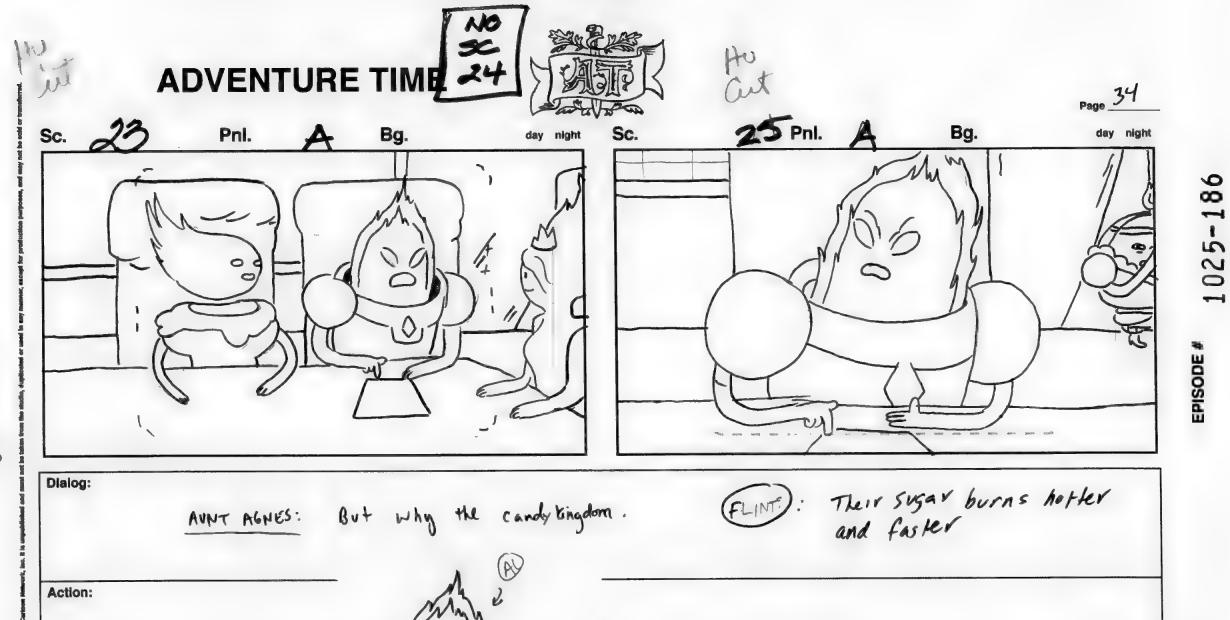






Dialog:	(FB): we've debated this too long.	FP'S Lets/DO/THIS. FFX TAP TAP TAP
Action:		- savincles eyes/ faps fingers with each word.
Timing:		+ \ / E) JUN 0 3 2014

Timing:



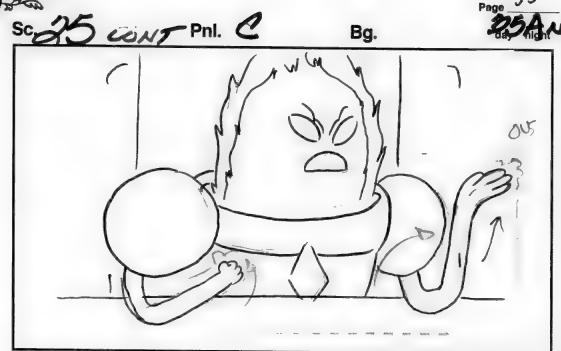
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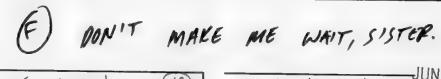
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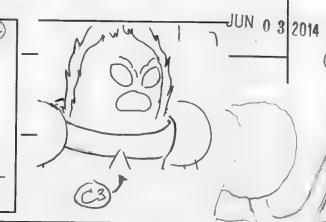
ADVENTURE TIME Sc. 25 conTPnl. B Bg.





Dialog:	(FLINT')	: with	lots calor	
Action:				
Timing:				





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EPISODE #

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ADVENTURE TIME	THE REPORT OF THE PARTY OF THE		25.4	4
Sc. 25 ears Pnl. D Bg.	day night Sc	Seows Pril. E	Bg. Page 35/ Page 35/ Page	EPISODE # 1025-102
Dialog: Action:	e also, 15	DAO P		
Timing:			JUN 0 3 2014	Production:



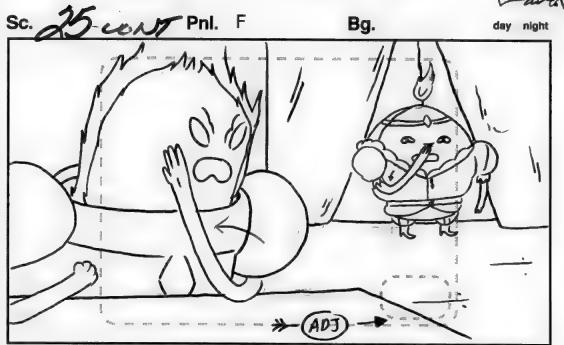


1025-186

EPISODE #

Production:

1025/18



Sc. 25 cont Pnl. G Bg.

this this safe to talk about in front of the --Dialog: **Action:** Scratch up and down - ADJ. Pan - TO B W/ Cont Rub Cycle Timing:



1025/186

ADVENTURE	TIME	T VAIS	酮			70
Sc. 27 Pnl. A	Bg.	day night	Sc. 27 co.	FPnl. B	Bg.	Page 38
	20 A. A. C.				B 6 5//	
Dialog:		ahh	hhhh.			
Action:		(scrat	ching his	nuse)	.IIIN a	3 2014
Timing:		0			3014 (3 2014

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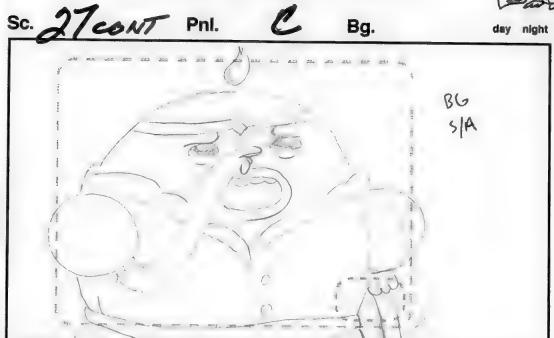


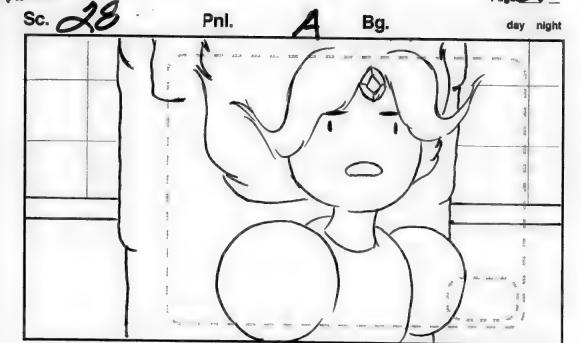
Page 39

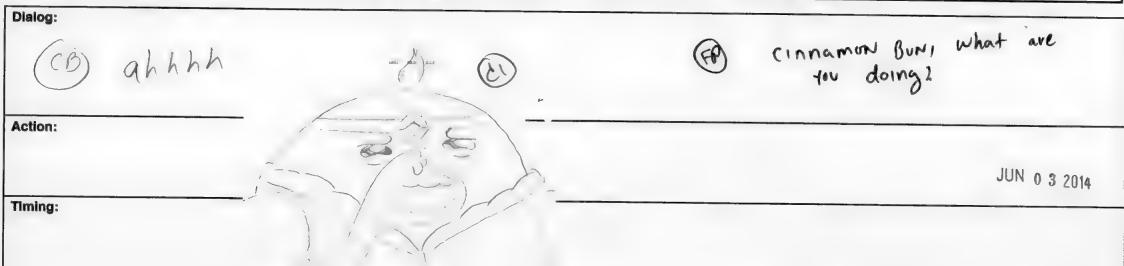
Cut

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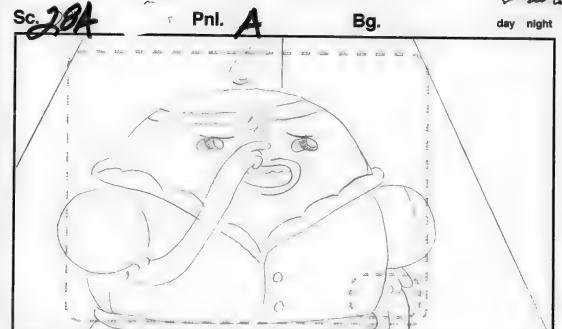


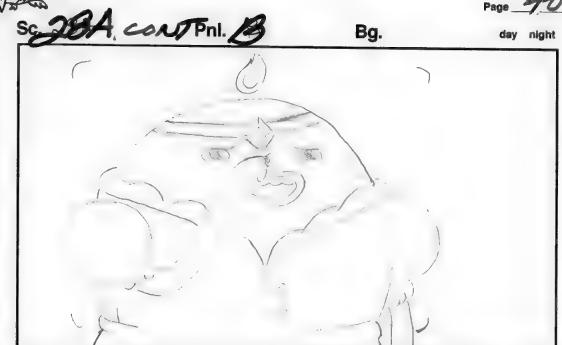




ADVENTURE TIME



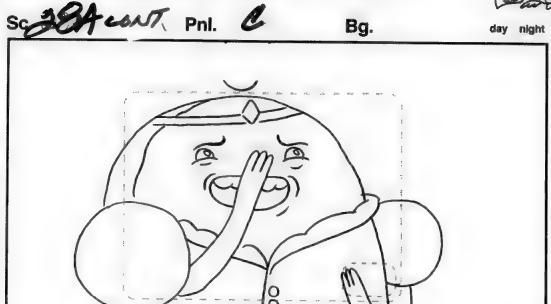




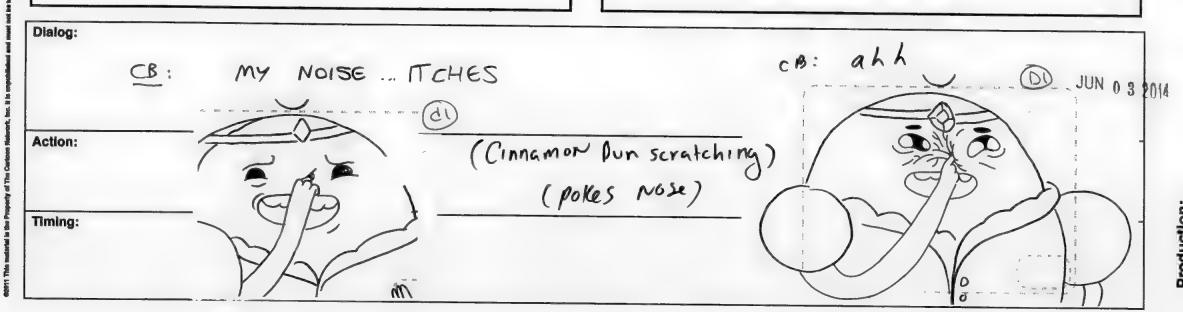
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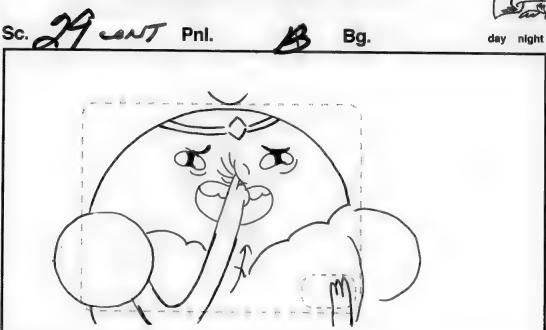
Bg.



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ADVENTURE TIME

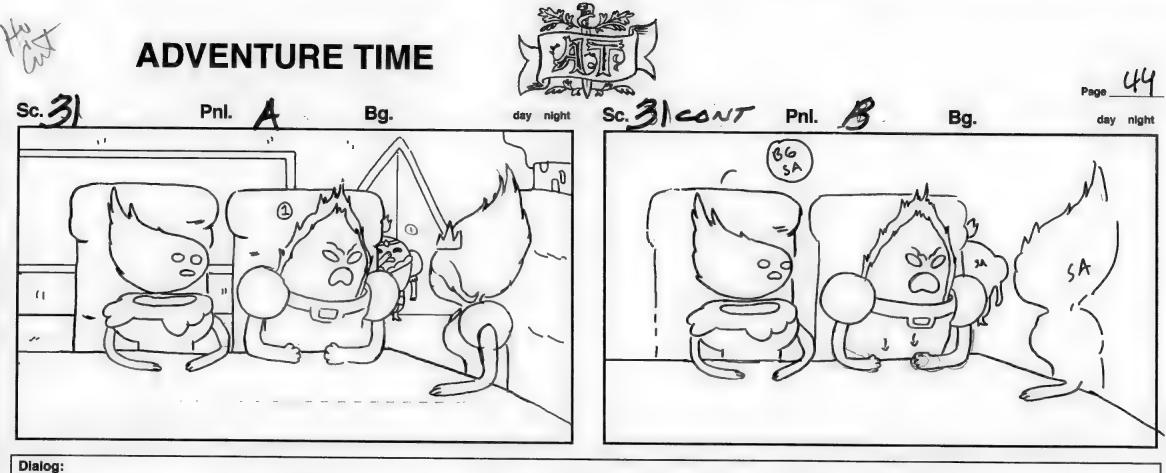


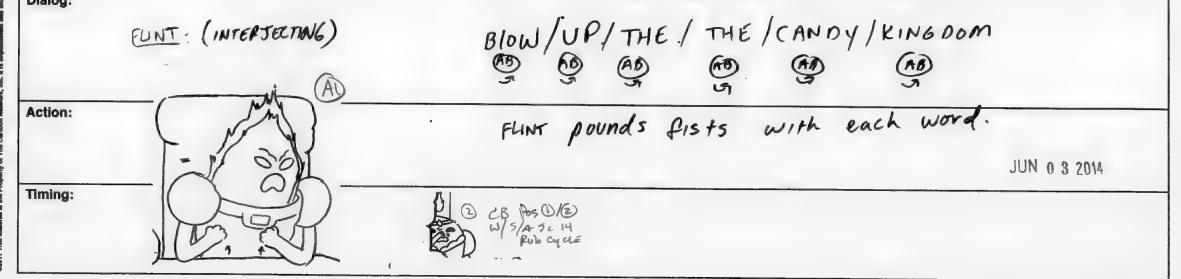


Pnl. Bg.

Dialog:	CB: AAHH	FIDDLING WITH IT.
Action:	-co pokes finger in nose	JUN 0 3 2014
Timing:		

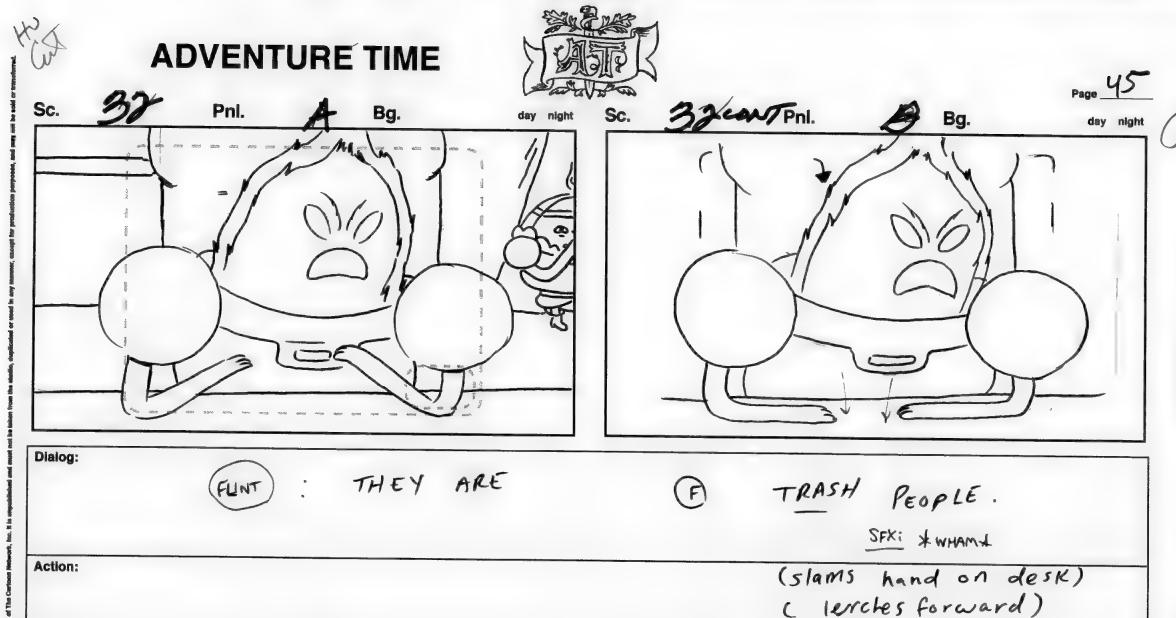
EPISODE #





Timing:

1025-186



1025/186

JUN 0 3 2014

2					
Tu,	ADVENTURE TIME	7 Mark			146
Sc.	33 Pnl. A Bg.	day night Sc.	CONT Pol. B	Bg.	Page 46 day night
) S/A
Dialog:	(FP) i'm prepared to do need to as a leader.	what I (FP Nothing 1	s off the	table.
Action:	need to US a leader.		BU		JUN 0 3 2014
Timing:				26)	-

Production:

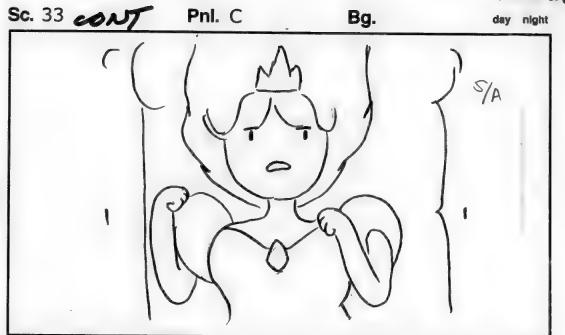
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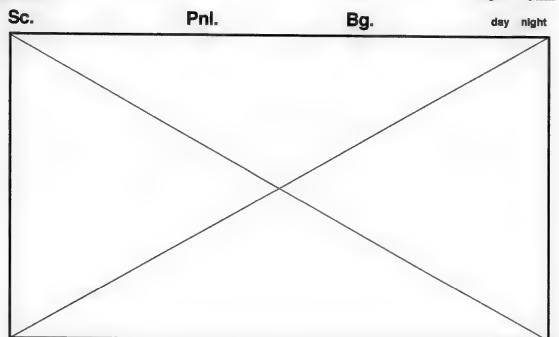
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1025/186

ADVENTURE TIME







	AS AN	ally	risht	now.	,
Dialog:	(FP)	But	we reed	PRINCESS	BUBBLEGUM

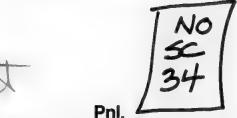
Timing:

Production:

JUN 0 3 2014

EPISODE #

day	night	Sc.	



Sc. 33 CONT Pnl. D Bg.

ADVENTURE TIME

Bg.

_	_
Dialog] :

(FP) she might be able to help us solve this

Action:

Timing:

Production:

JUN 0 3 2014

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Timing:

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ADVENTURE TIME	T GREEK	CX		
Sc. 35 coist Pal. C Bg.	day night SC.	36 P	nl. 🛕	Page <u>50</u>
	Y I	43% Jan 3000 4800 2000		Bg. day night
Dialog:				
© DIE !		RANBY:	RANNY IS ON SFX: (BEEPIN	
Action: POUNDS FIST ON FLAME SHOUTS OF	TABLE ON HEAD. A	(A2)	away texts on F	UP PHONE.

- RANDY TEXTS ON FLIP PHONE.

AT JUN 0 3 2007A



EPISODE # 1025-186

A2

1025

186

EPISODE #

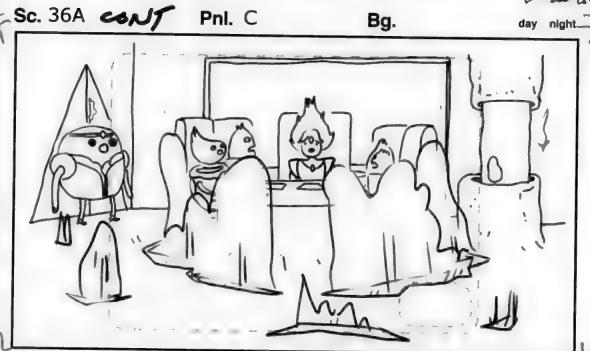
11025/186

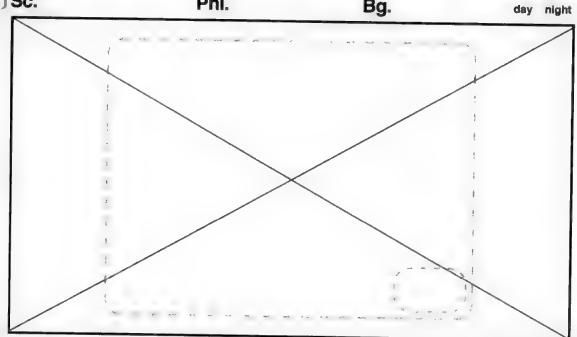
JUN 0 3 2014

Page <u>51</u>



day night Sc. Pnl. Bg. day night





Dialog:	Cuas. Shales		
Action:			

Timing:

1025/186

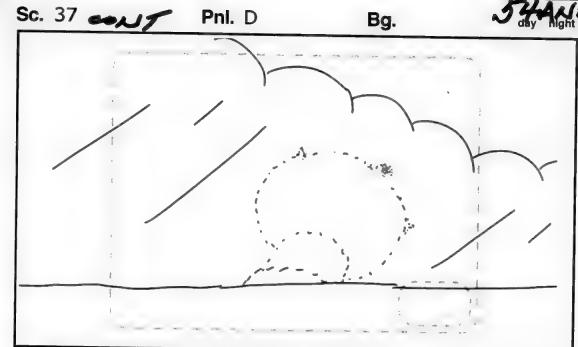
JUN 0 3 2014

to the	ADVENTURE TIME	THE REPORT OF THE PARTY OF THE			Page 53	
Sc.	Pni. A Bg.	day night Sc.	37 control.	Bg.	day nigh	
Dialog:	AUNT AGNES: (GASP)		AA/ Aahhhh	!	JUN 0 3 2014	
Action:		- Cold gas asms is p	shoots in usled back w	2 (BI)	(B2)	
Timing:					10 25/	Productio

1072110



Sc. 37 Conf Pnl. C Bg. day night Sc. 37



Dialog:

Action:

(aunt agnes starts to shrink)

JUN 0 3 2014

025/186

EPISODE #

1025-186

Production:

Sc.

ADVENTURE TIME

Bg.

Pnl.

Sc. 37 CONT Pril E

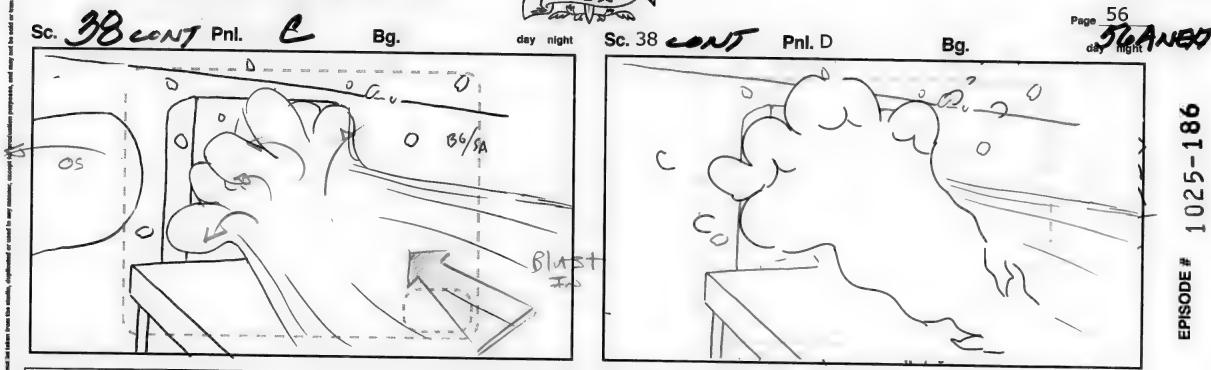
Bg.

<u>-</u> 8

EPISODE #

1025/186





Dialog:

SFX: * KSHYHHX

- CB YANKS FP OUT of Shot - Steam hits seat Action:

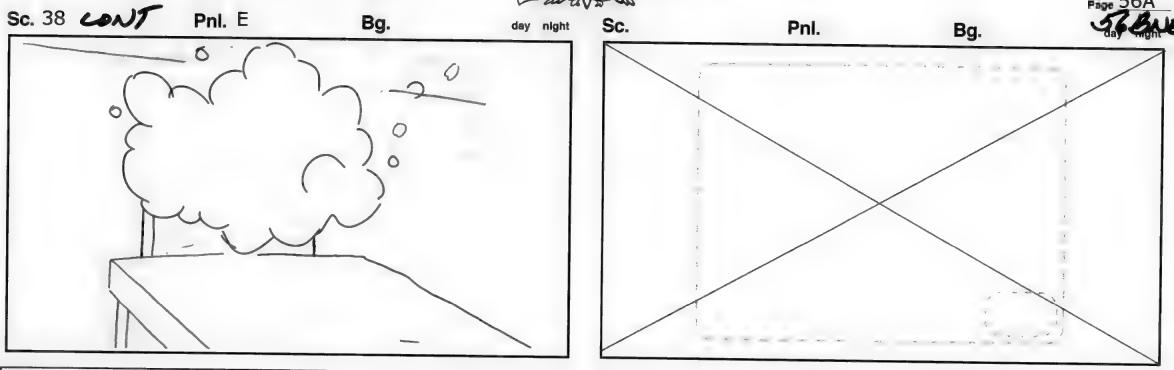
Timing:

JUN 0 3 2014

EPISODE#

ADVENTURE TIME





Dialog:

Action:

JUN 0 3 20W

Timing:

Production:



Page 56B

Sc. 39 Pnl. A Bg. day night

Sc. 39 Pnl. B Bg.

Dialog:

F/ Yeah pump those legs-

Action:

- CB+FP RUN ON/S OUT DOOR -FLINT FOLLOWS CAPPRYING AGNES

JUN 0 3 2014

Timing:

Production:

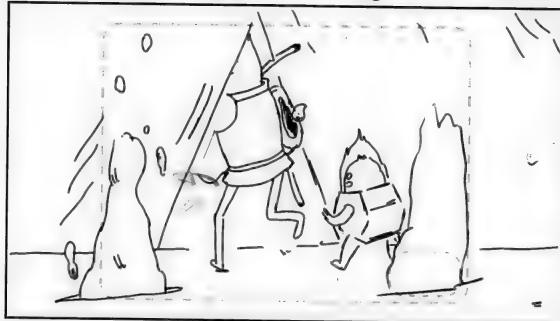


Bg.

Sc. 39 CONT

Pnl. D

Bg.



Dialog:

9 N J

 ∞ (7)

F/ Randy!

Action:

JUN 0 3 2014

Production:

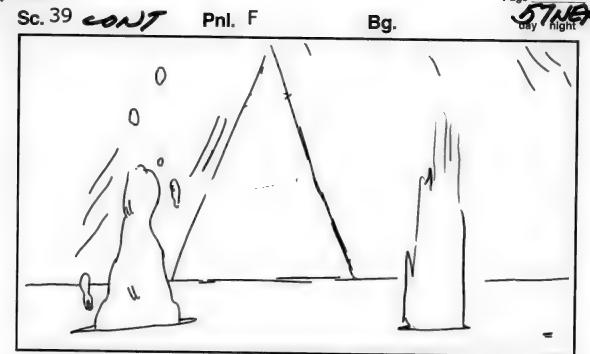
Timing:

EPISODE#

ADVENTURE TIME



Sc. 39 Pnl. E Bg. day night



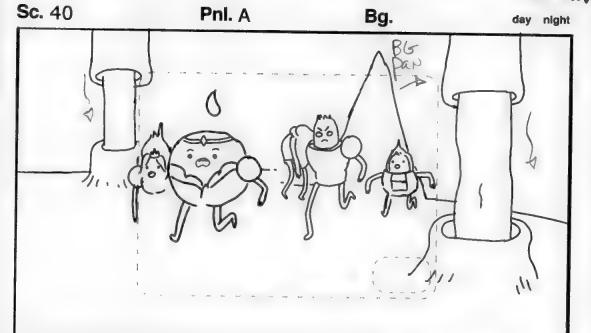
Timing:	-RANDY RUNS OUT DOOR	JUN 0 3 2014
Action:	SPX: * STEAM X	
Dialog:		

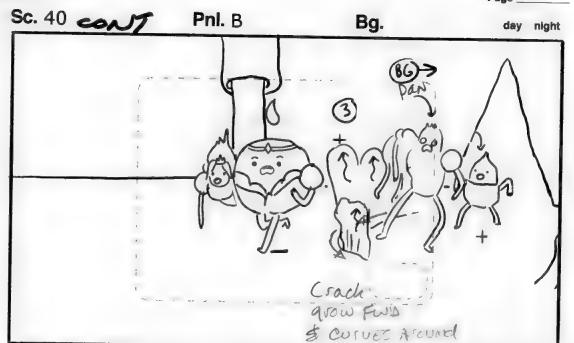
EPISODE#

ADVENTURE TIME



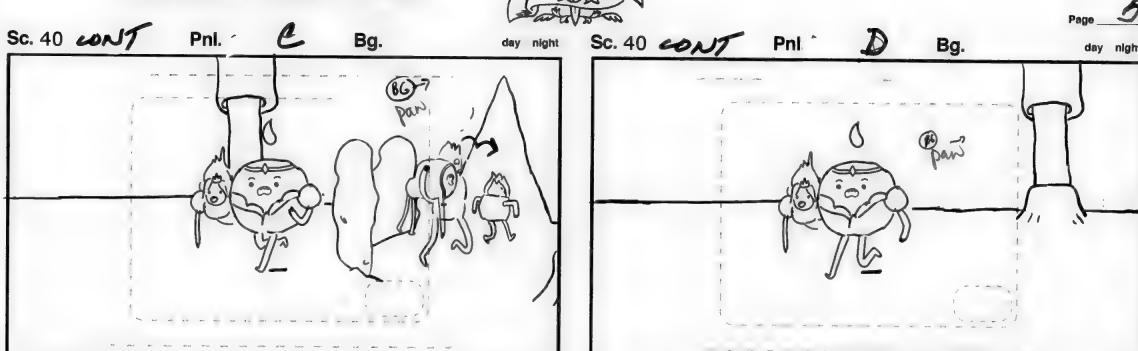
Page 57



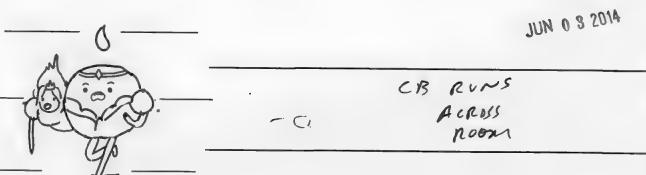


Dialog:		
	CB: [RUNNING]	
Action:	+ 8 60 km km	JUN 0 3 2014
Timing:	Concle MAN BED - CB OUT PACES	FIRE PEOPLE
	Crack grows ahend of Flint/Randy	









	ADVENTURE TIN	IE day ni	ght Sc. 41	Pni.	A Bg.	Page 59	
		BLS .	B6 parts on an				EPISODE# 1025-18€
Dialog:			FP/ Quickly	CB, take me	e to the core ent	rance. JUN 0 3 20 4	
Action: Timing:			AN CAN	86		10 25/	Production:

EPISODE #

ADVENTURE TIME Sc. 4/ CONT Pnl. Bg. Pnl. Bg. (5A)

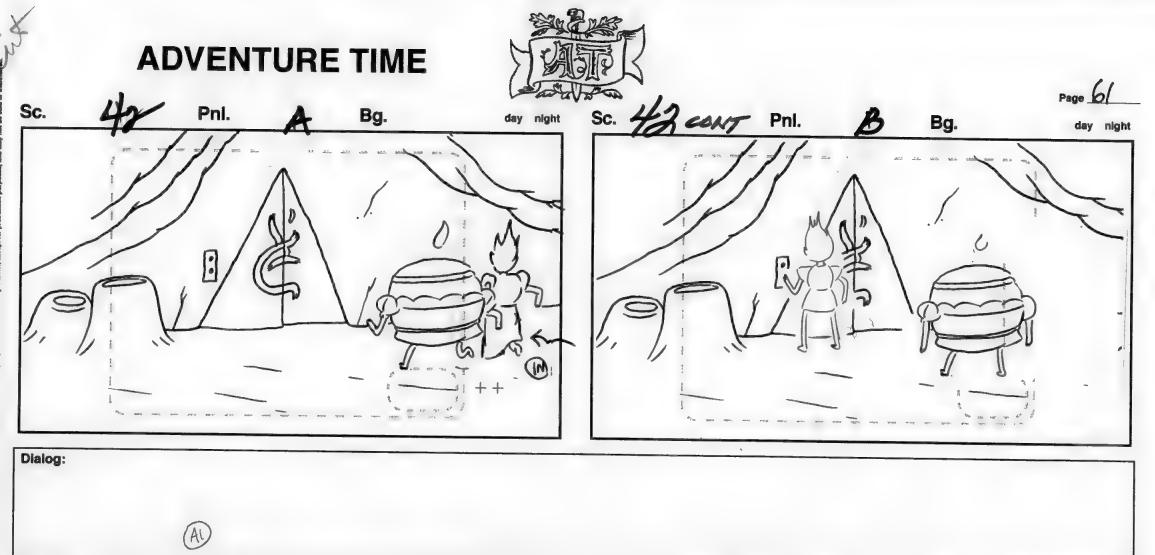
Dialog:	
	<u>cB</u> :

OK

Action:

Pan Pan

Timing:



Action:

- FP, LB walk into shot

FP hits elevator button

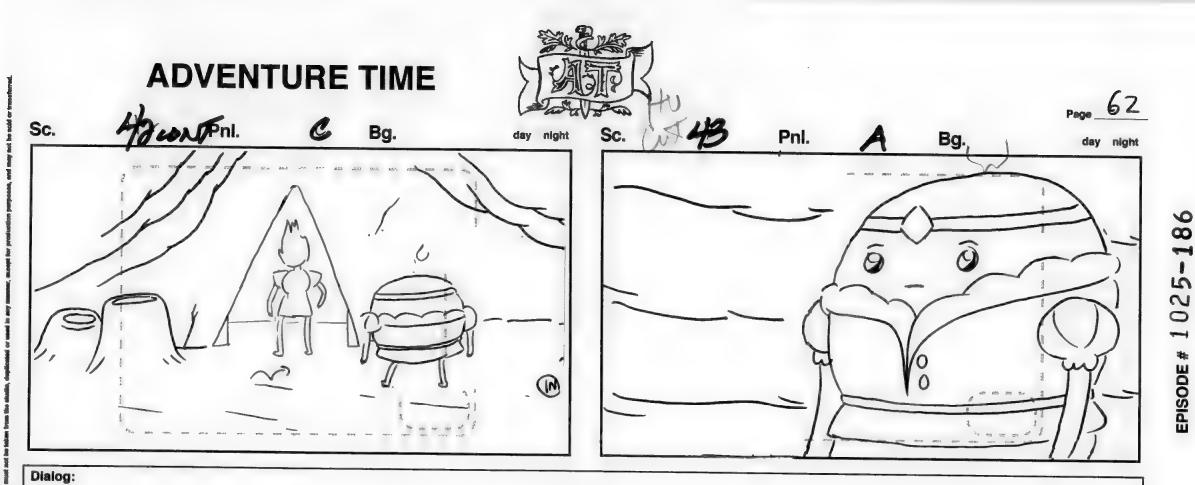
JUN 0 3 2014

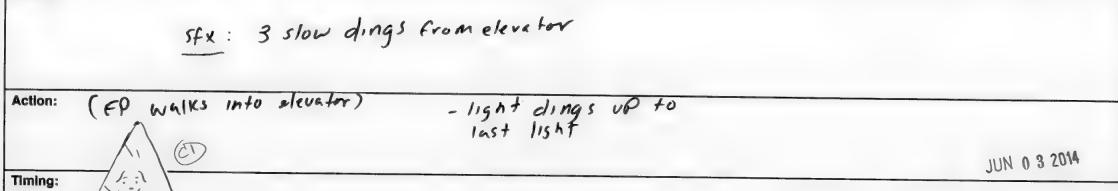
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EPISODE #

Production:

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Sc.

ADVENTURE TIME

Bg.

025-186

Bg.

EPISODE #

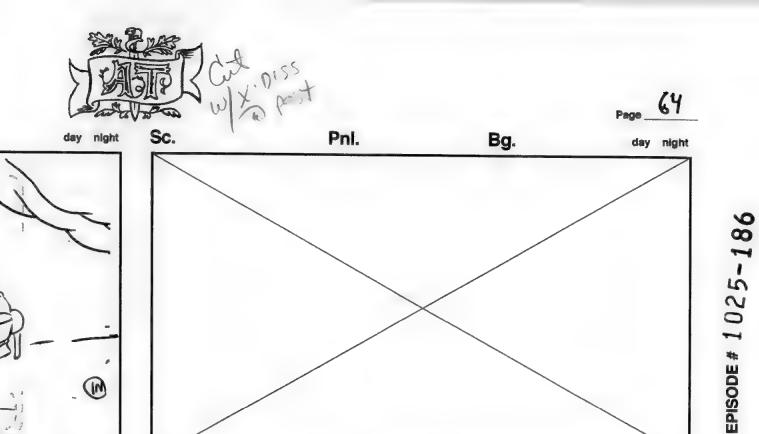
(4)

25/18

Production:

ADVENTURE TIME

Bg.



log:		
on:	(pours close)	
		JUN 0 3 2014

Sc. 45 cont C Bg. Sc. 45 cont. day night Bg. Dialog: FP/ Hello BUBBLEGUM Action: - FP WALKS RIGHT PAN W/ FP. SHOULD BE BLUE LIKE IT HAS PLANG SHIELD ON IT. JUN 0 3 2014 Timing:

1025/188

ADVENTURE TIME



Sc. 46

Pnl. A

Sc. 46 CONT

Pnl. B

Bg.

1025-186

EPISODE #

1025/

Bg.

Dialog:

THANK YOU FOR COMPG.

PB/ I'm glad you sent for me. And please, call me Bonnibel.

JUN 0 3 2014

Action:

- PO NODS PULITELY.

- Talks

Timing:

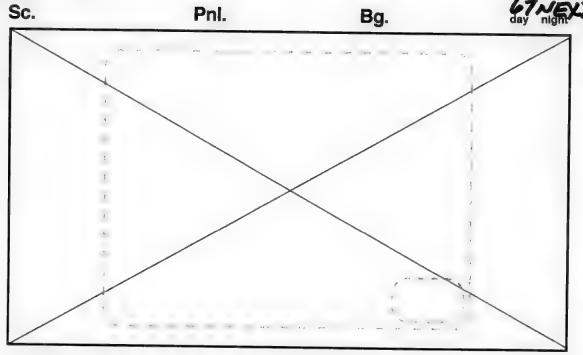
Production:

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ADVENTURE TIME



Sc. 46 couf Pnl. C Bg. day night



Dialog:

0

25/

ထ တ

HEY,
PB/WHAT'S YOUR FIRST —

Action:

JUN 0 3 2014

Timing:

Production:

1025-

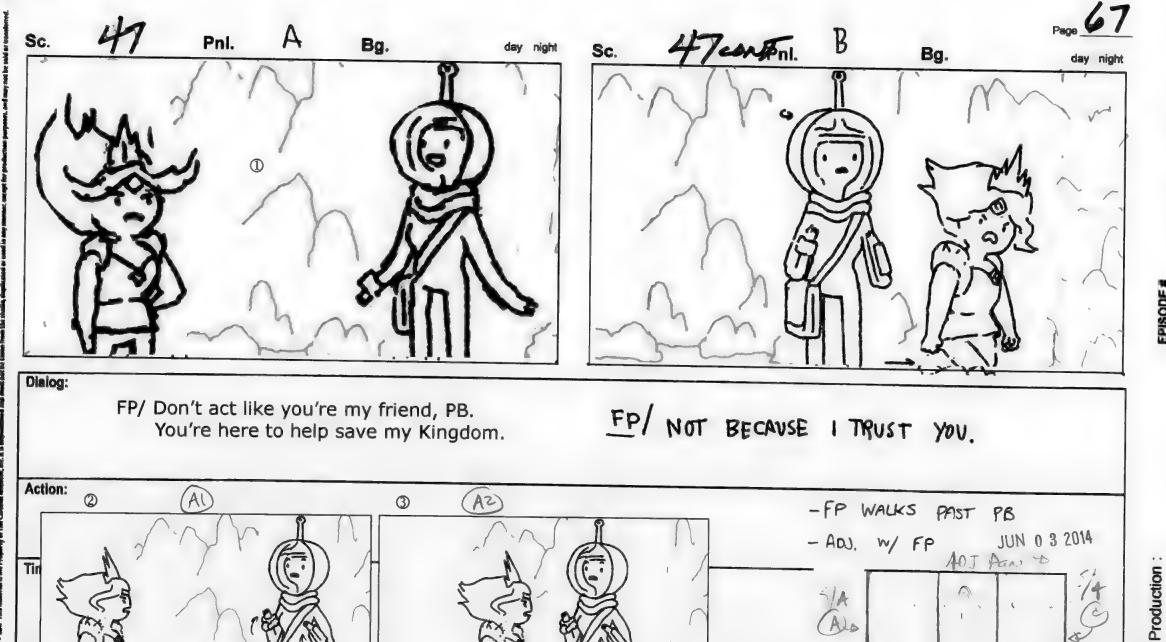
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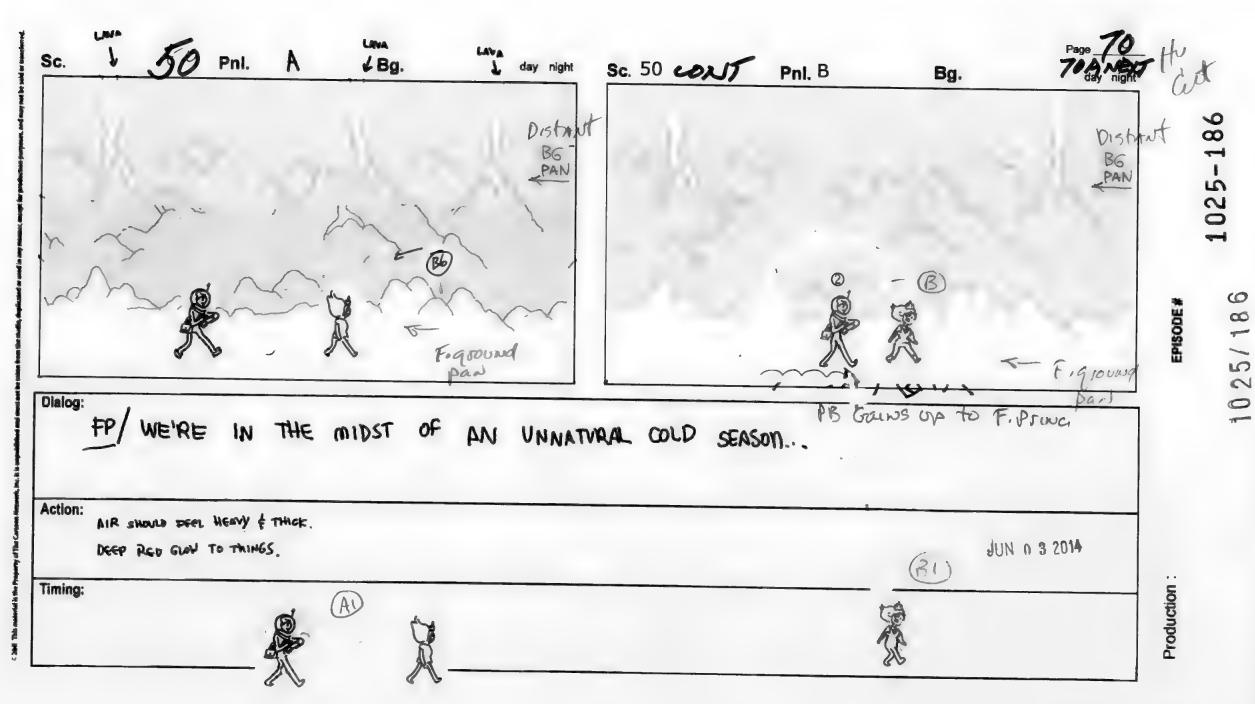
1025-186

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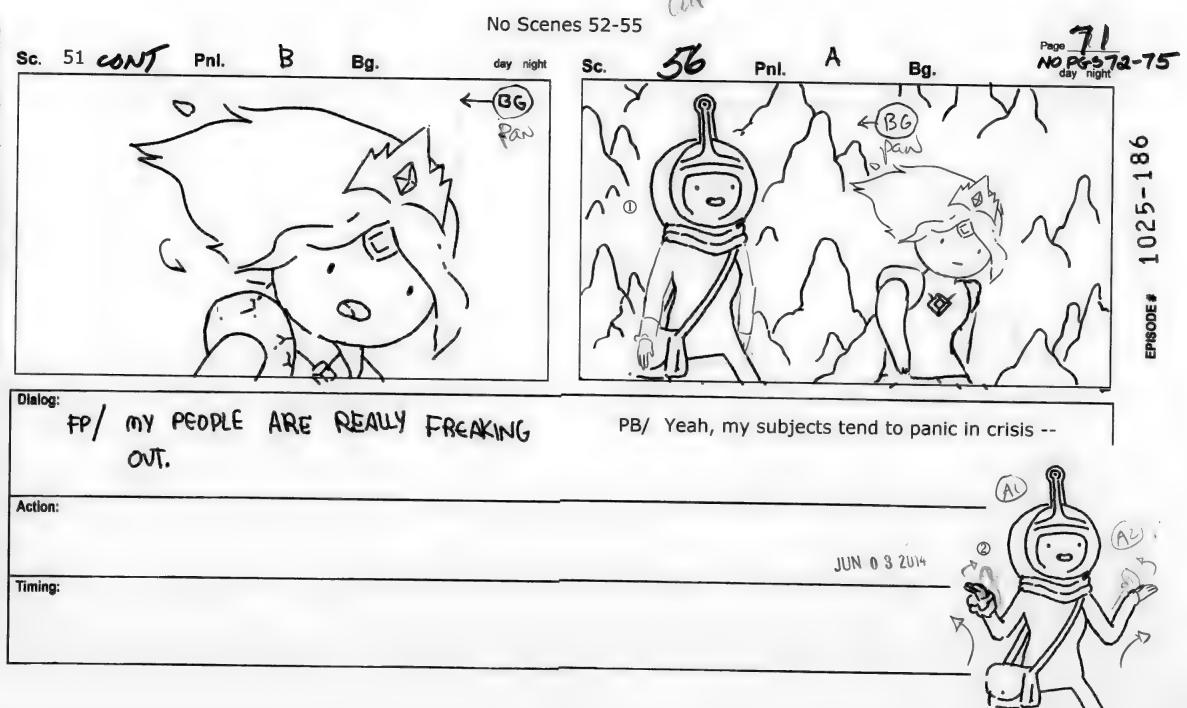


	Bg.	day night Sc.	47 cont Pnl.	D	Bg.	Page 68 day night	the
	Mary Mary						1025-186
Dialog:		ovi -					EPISODE
					JUN JUN	0 3 2014	() ()
Action:		1	PB PUSHES A BUTTON OF				j)
Timing:					ME	19/16	

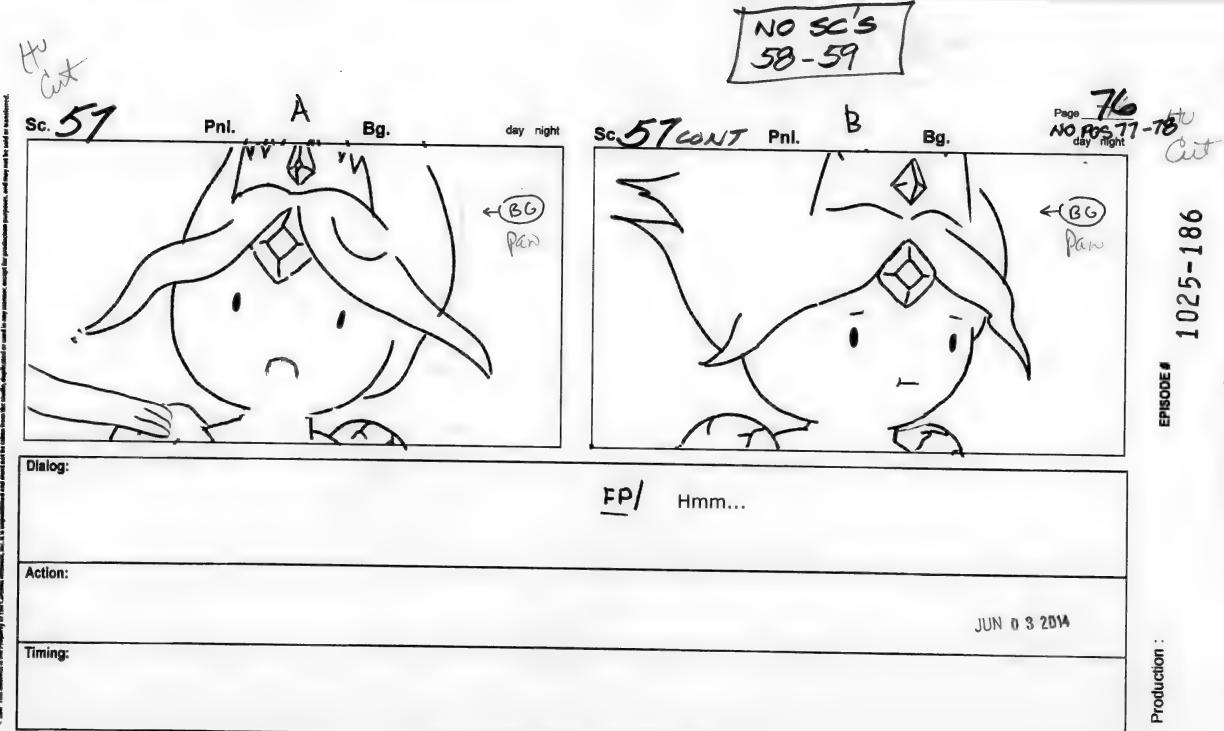


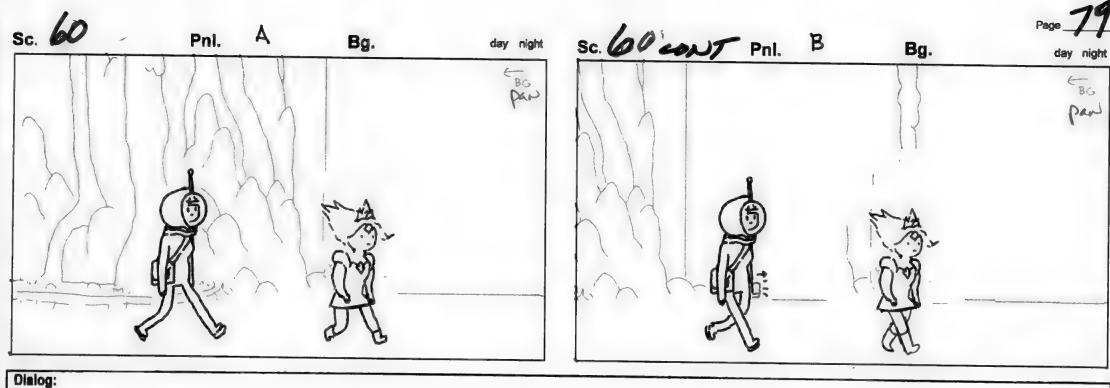
EPISODE#





Sc. 56 CONT Pril. B	Bg. day night	Sc. 56 WNT	Pnl. C	Bg.	Page 75 day night
	Par Par				Pan
PB / situations too.		PB/ It's to	ough, a ruler's subservie	gotta deal with a	lot of
Action:				CI) MAN	3 5015
Timing:					7





SFX/ BEEP BEEP.

- Thing shots to Belp.

screen Pups out.

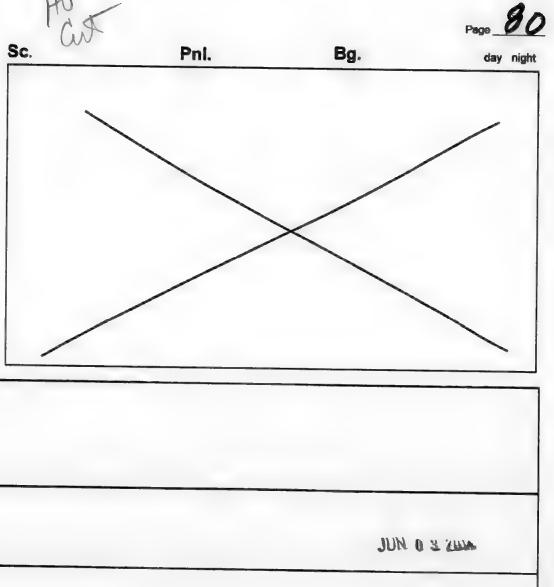
Timing:

Action:

- PB+FP WALK PAST GIANT DOORS

1025/186

EPISODE #



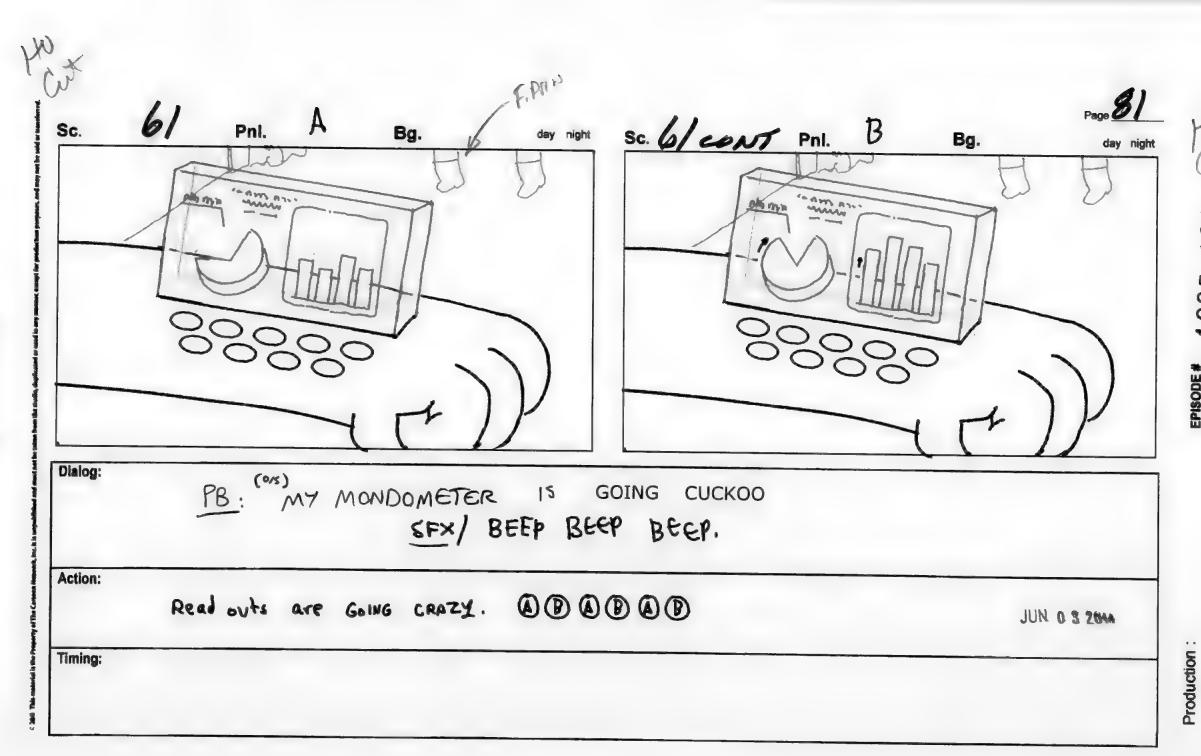
Dialog: PB/ wHOA, WHOA, HOLD UP.

Action:

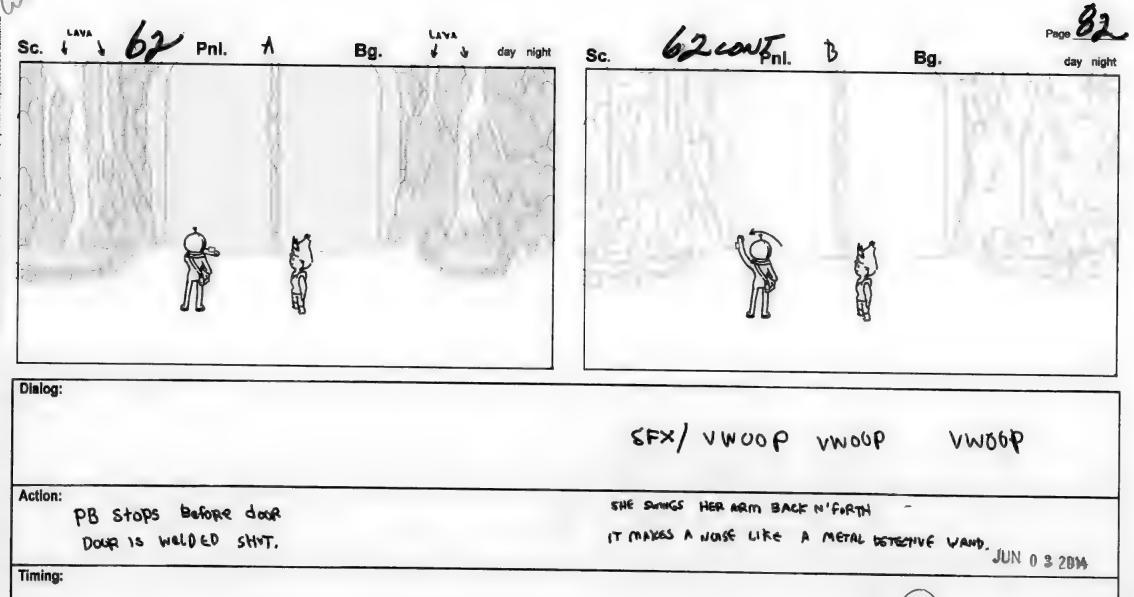
Timing:

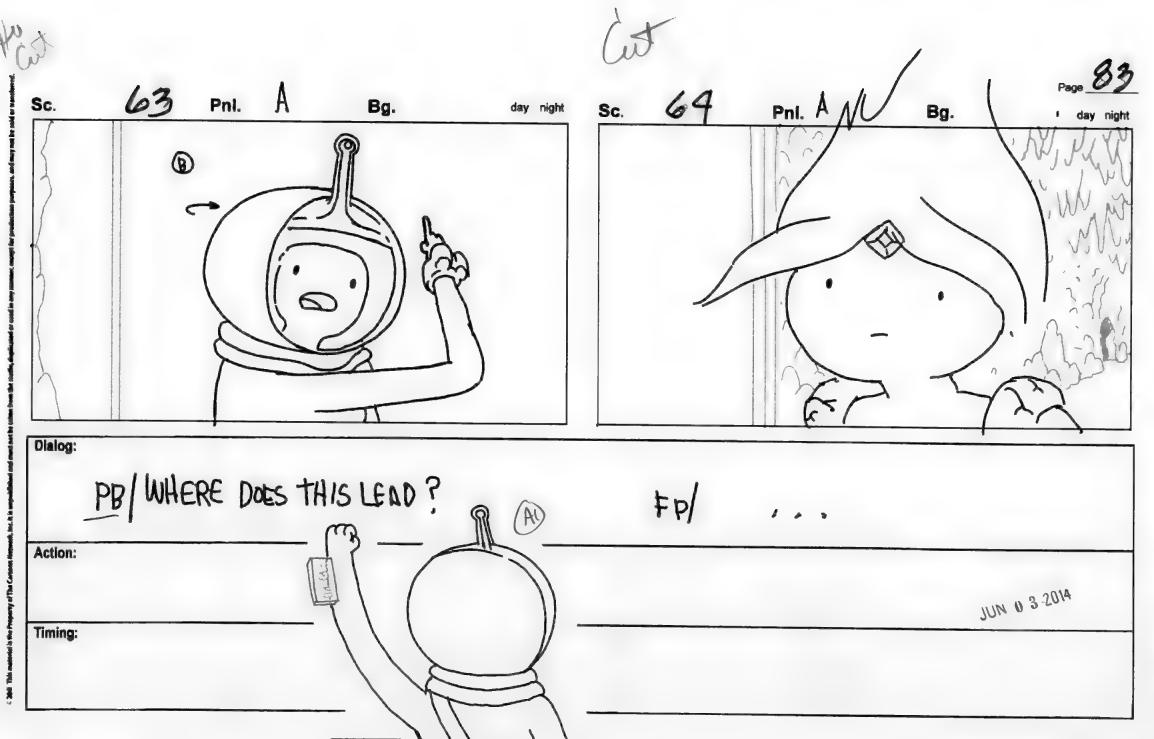
PB Step to Stop

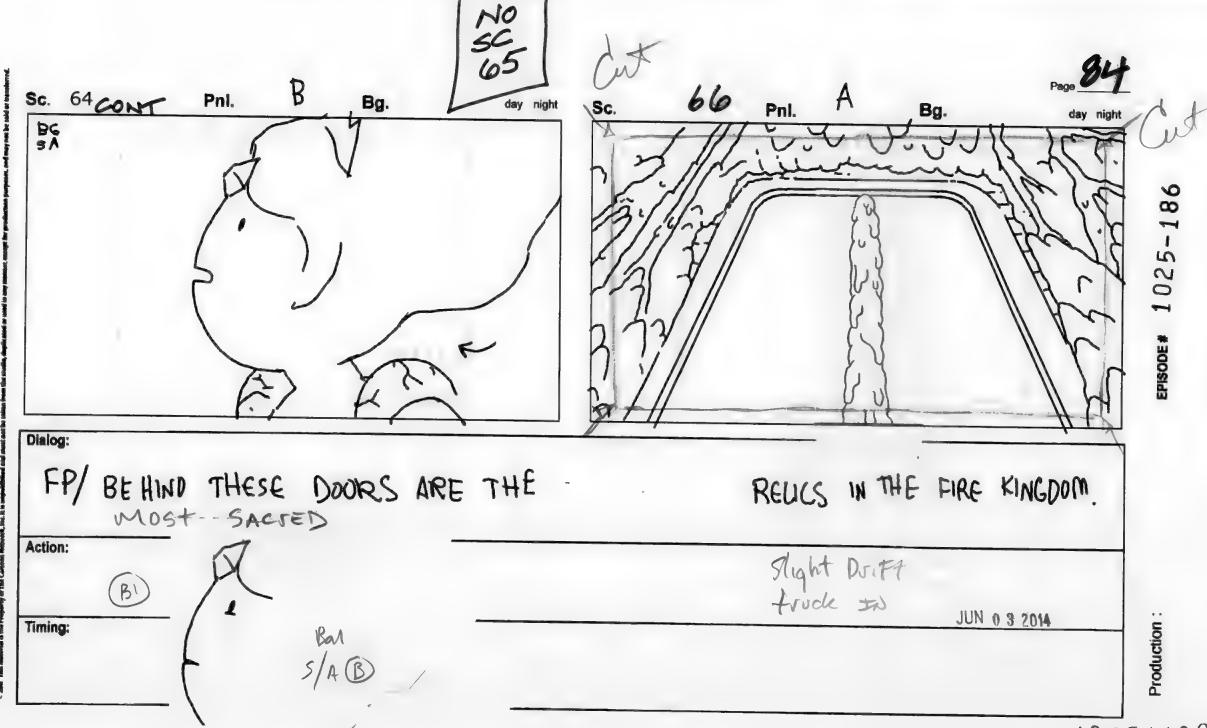
FP turn W/ Step/stop

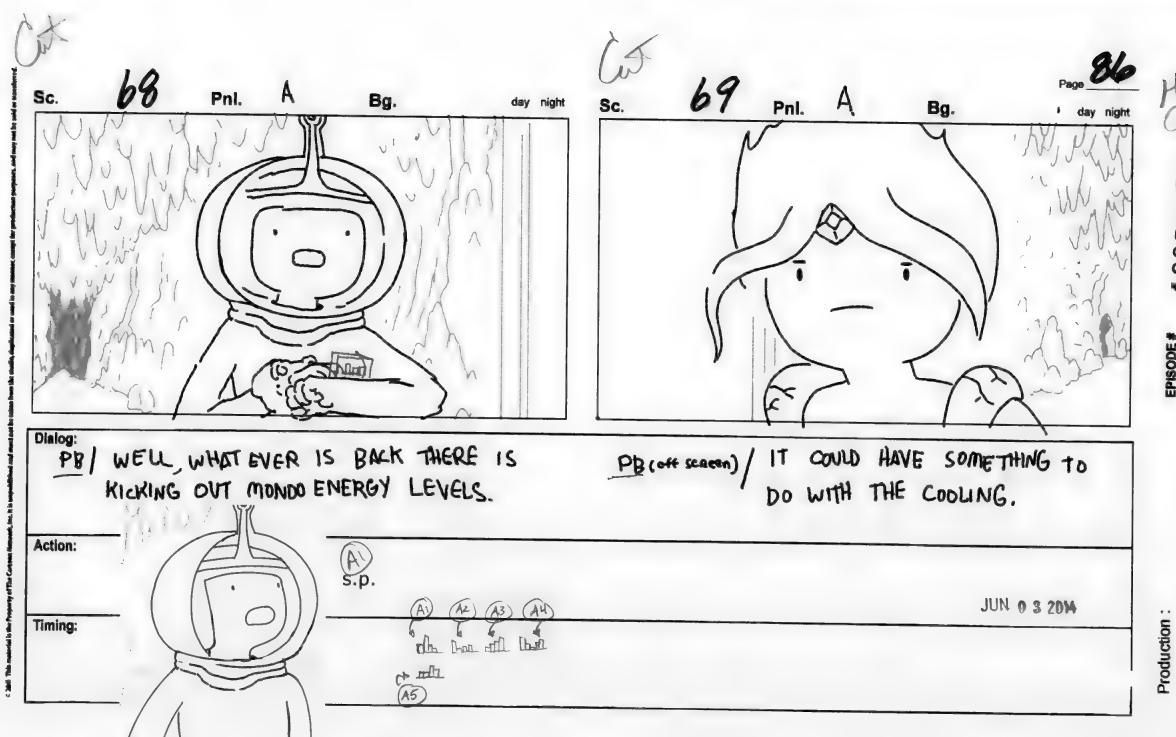


025-186

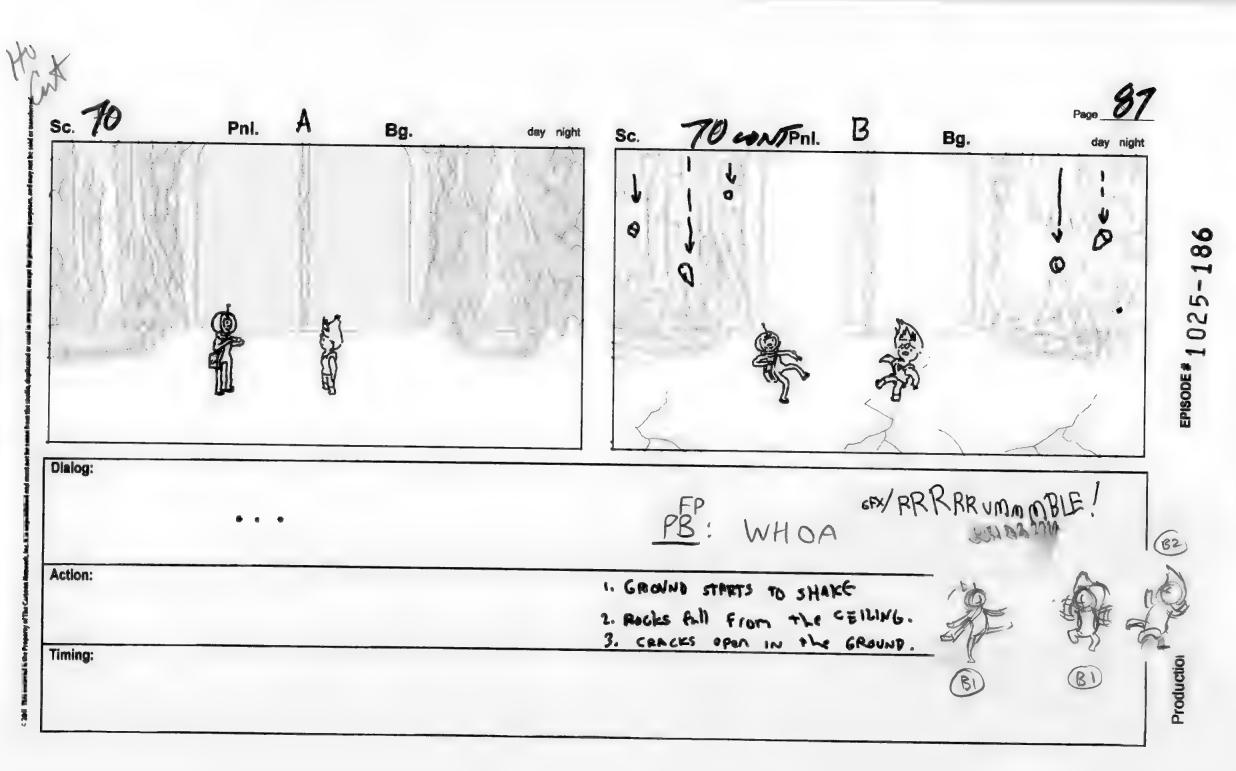






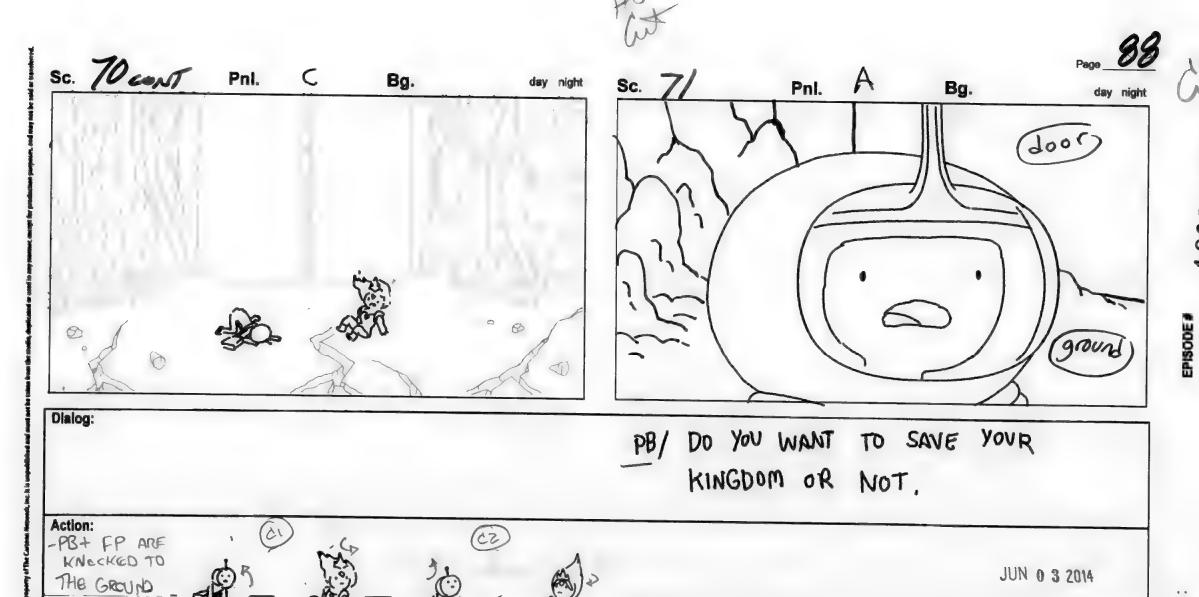


1025-186



Timing:

1025-186



Sc. 72 Pnl. A Dialog:	Bg. day night	Sc. 72 CONT Pnl.	B Bg.		EPISODE # 1025-186
		FP/ ALRIGHT, BUT	DON'T TOUCH A	nything.	1025/
Action:		© J	17/12/	V—	
Timing:		(BI) T	27	JUN 0 3 2014	Production:

Timing:

1025-186

Sc. 73	Pnl. A Bg.	day night Sc. 15 cont Pnl. B	Page 91 Bg. day night
			Lay mgm
Dialog:			
		sfx/ FZZZ	777
Action:		FLAME PUNC DOWN DET HO	

LIKE A FUZE.

Sc. 75 MPnl. C Bg. day night	Sc. 76 Pnl. A Bg. day night
OUT) A A A A A A A A A A A A A A A A A A A	
Action: - LEAVING A PERFECT DOOR BEHIND, Timing:	AD JUN 03 2011 AB JUN 03 2011

Timing:

Production :

1025-186

EPISODE #

1025/186

1025/186

Sc. 77 cont Pnl. B Bg. Pay hight Sc. 77 cont Pnl. B Bg. Pay hight Gay night Sc. 77 cont Pnl. B Bg. Pay hight Gay night Sc. 77 cont Pnl. B Bg. Pay hight Gay night Gay night Sc. 77 cont Pnl. B Bg. Pay hight Gay night G

Action:

- statues have Glowing with anthem. UKE THE CELESTIALS.

_ LIGHT Falls on the statues.

Timing:

1025/186

EPISODE#

Production:

1025/186

1025-186

EPISODE#

Production:

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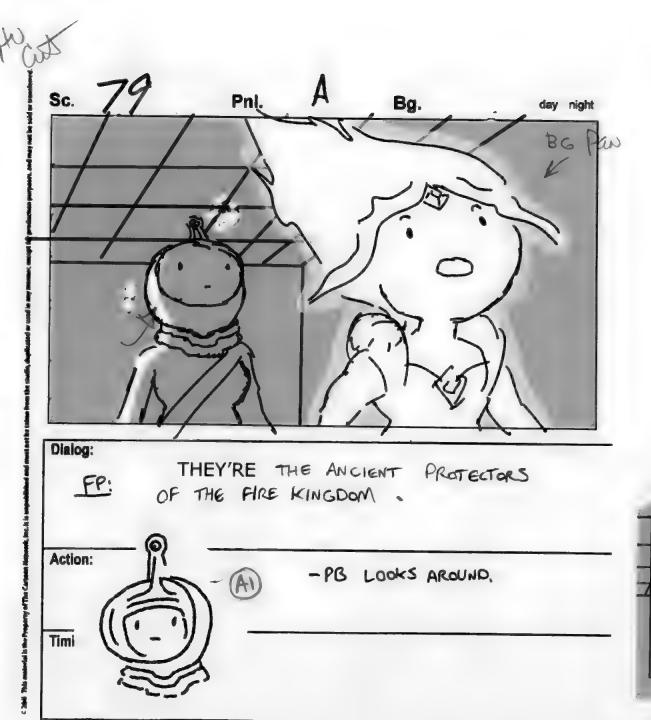
Sc. 78	Pnl. A	Bg.	day night	Sc. 78 cont Pnl.	B	g. day night
Dialog:	THESE ARE	- THE S	LEEPING FIRI	E GIANTS		

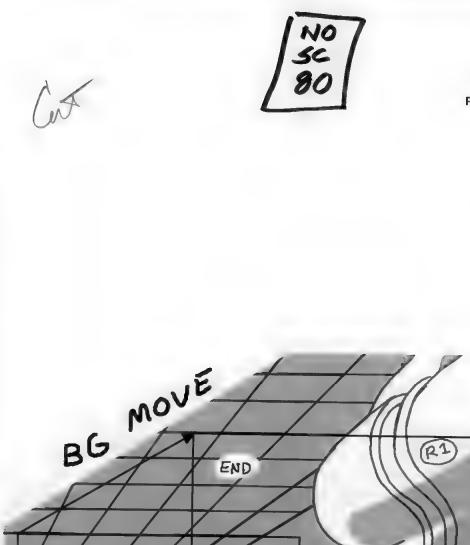
Action:

tiny PB & FP well in.

Timing:

1025/186





STATE

START

1025/186

JUN 0 8 244

Production:

1025-186

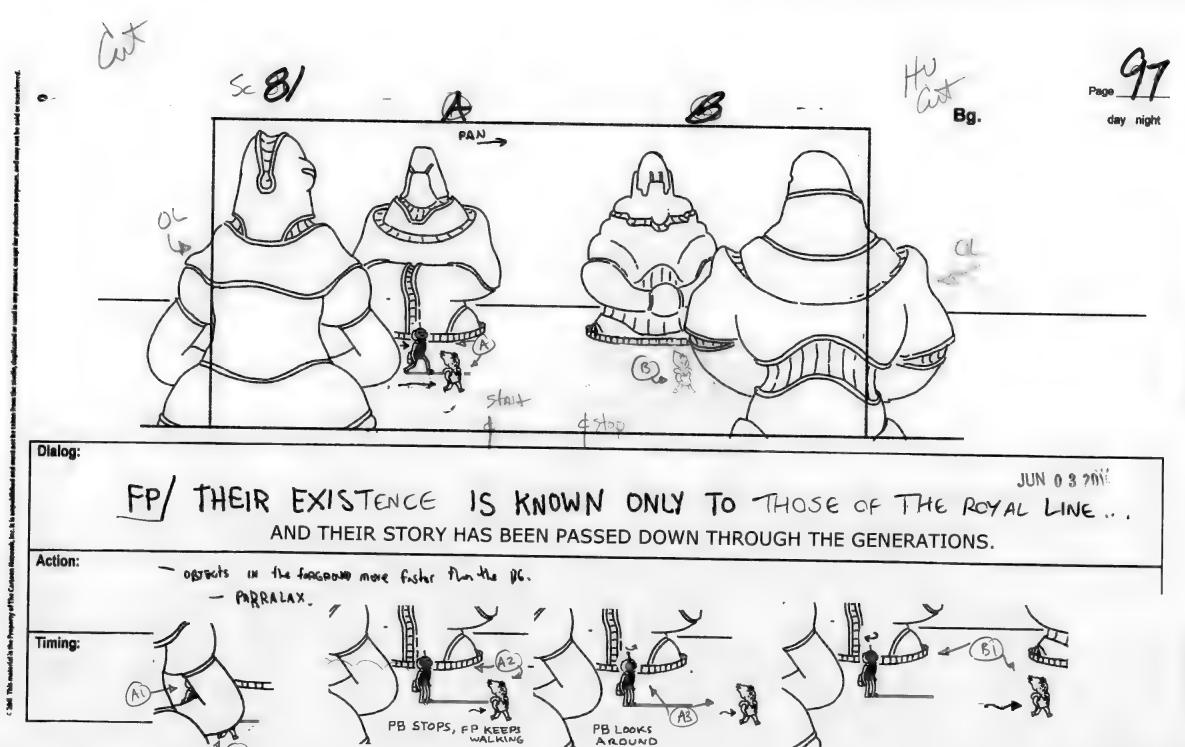
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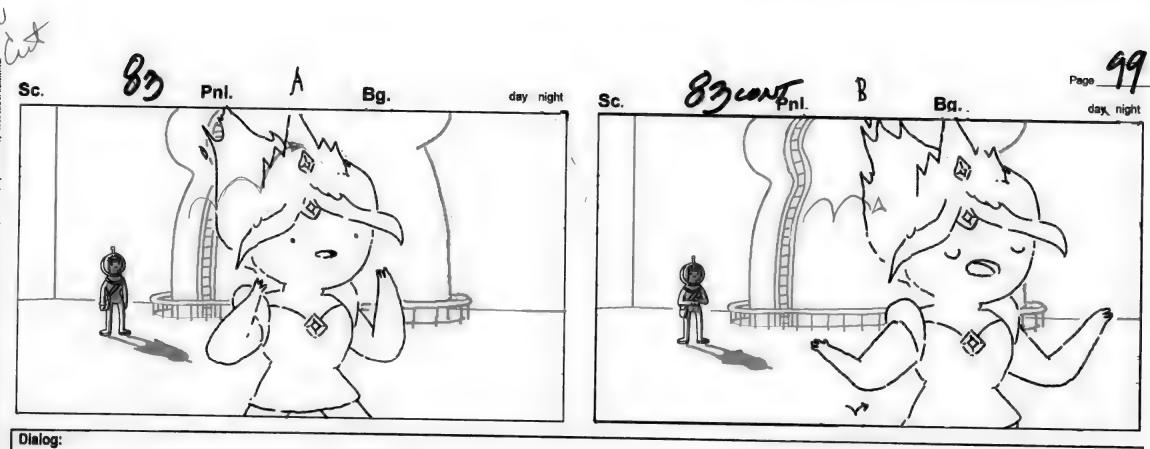
9

1025/18

1025/186

4.

EPISODE #



SINGLIS G Action:	THEN CAME THE FIRST SPARK.	FP (SINGING) / A FIERY BIRTH
Timing:		JUN 0 3 2014

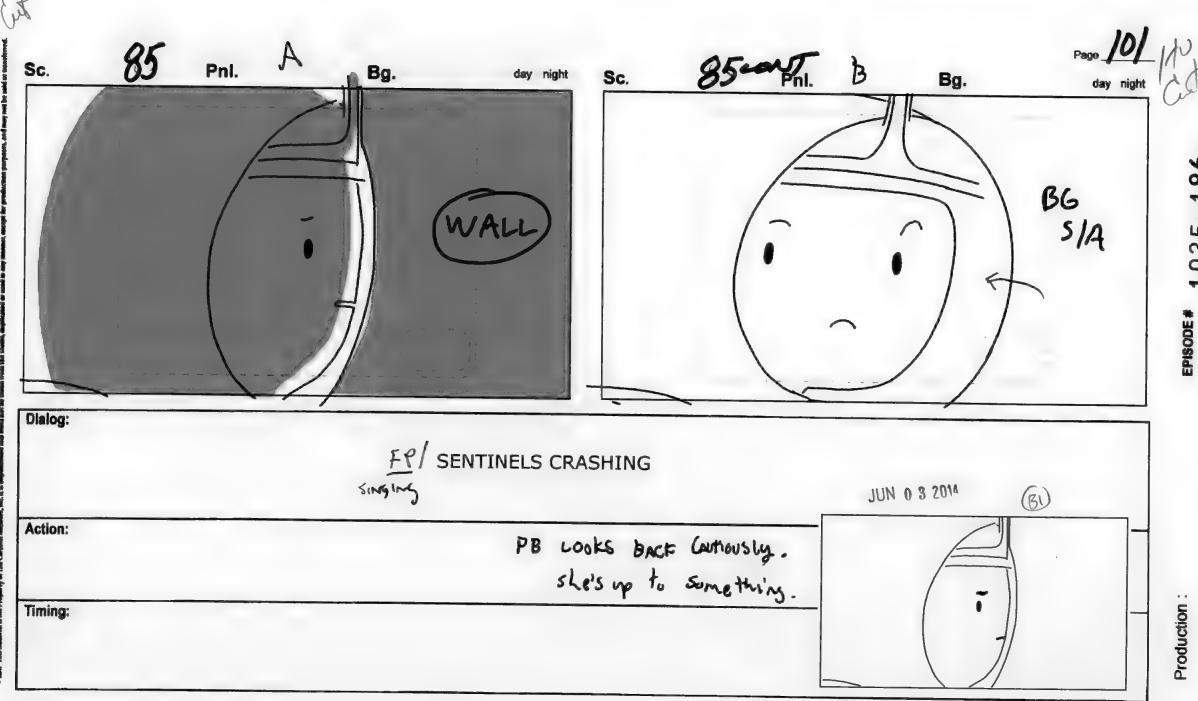
1025-186

25/186

10

EPISODE#

Production:



Sc. 86 Pnl. A Bg. day night Sc. Shearthal. B Bg.

Dialog:

FY DOWN, OUT OF THE BLUE

- FP WALKS OVER TO GIANT.

Timing:

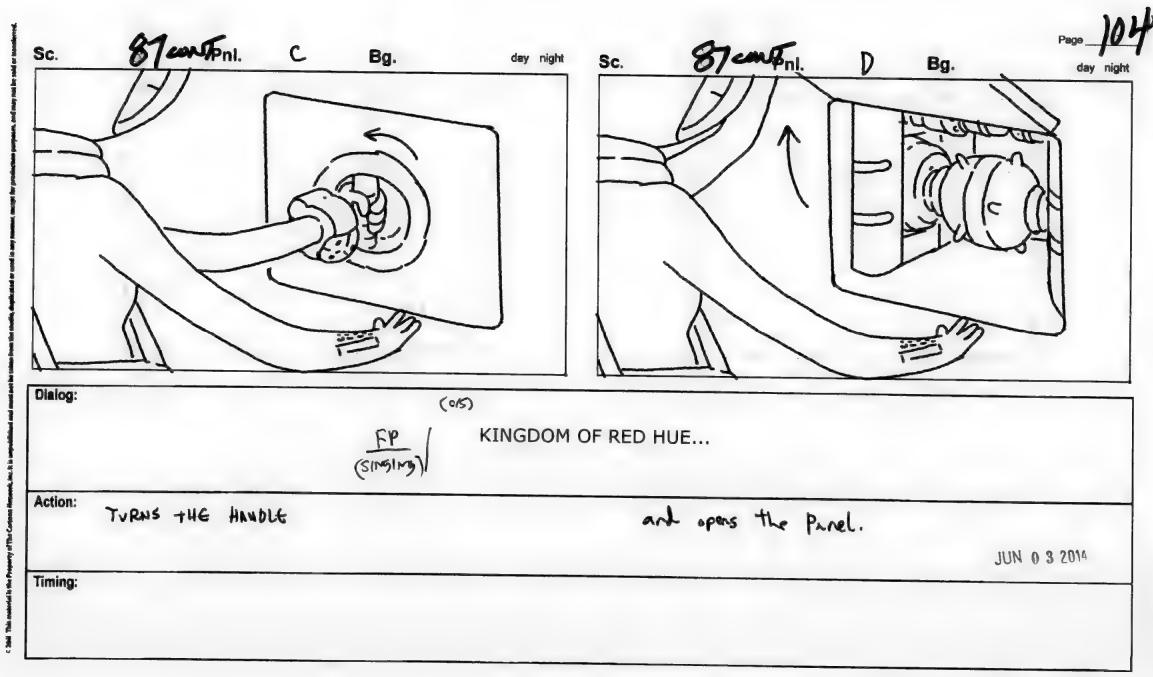
Action:

1025/186

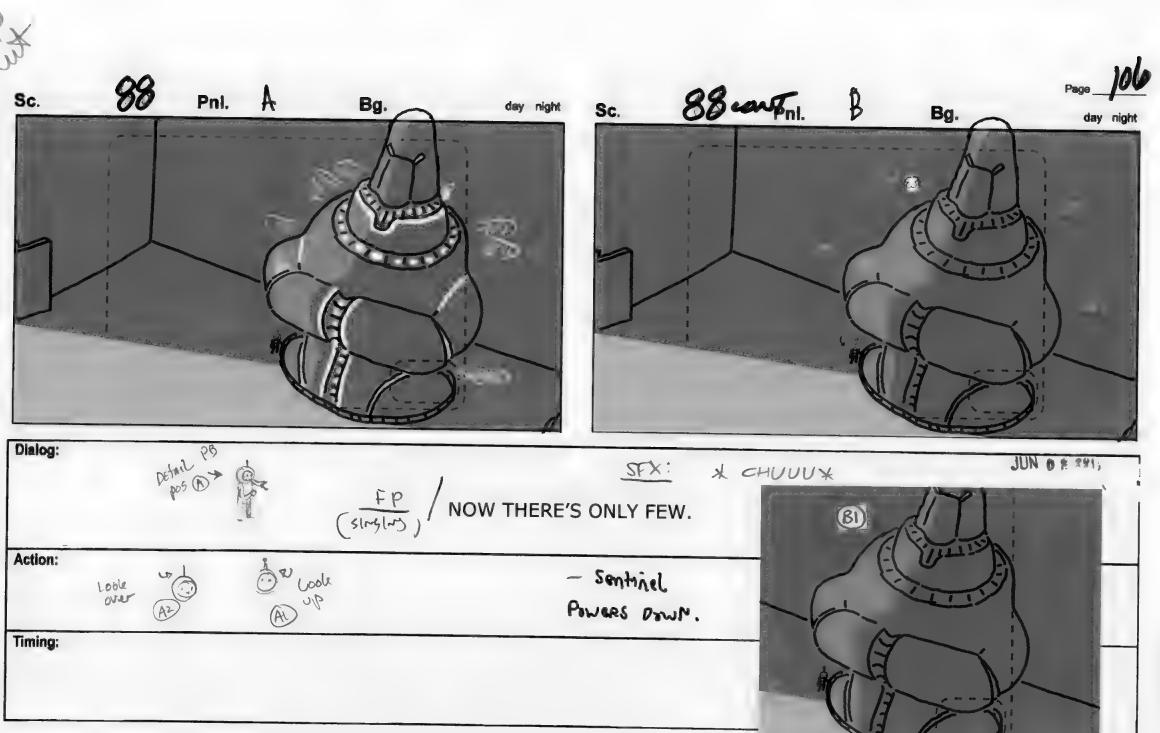
JUN 0 3 2014

sc. 87	Pnl.	D.			Dans T	n		Page 167 day night
Sc.	Pill.	Bg.	day night	Sc.	87 con Find.	R	Bg.	day night
7			1					1 2
TIN		(5)				K	(Pa)	
		(190)	8 5				(D)	
					/	CO.		1
// // \							Nm	
The state of the s			Canada and a grant and a second and a second		117			
Dialog:			(0/5)					
		(singli		IG A				
Action:				the c	RABS THE PANE	L HANDLE		
					••••			0 3 2014
Timing:								

EPISODE #



Sc. 87 confpnl. Dialog:	E Bg.	day night Sc.	87 continue	F Bg.	Page 105 HV (1052-186
Action:		G	RABS AND PULLS	out the energy	
Timing:				JL	Production



EPISODE# 186

1025-186

1025/

Production:

Dialog:	sc. 99	Pnl. Bg.	day night Sc. 84	Pnl.	B Bg.	Page / day nig
		Time of				
_ she Laks Back at flore princess Guiltily.			_she Le	aks Back at fl	one princess Guilti	ily .

Sc. 89 CONT

Pnl.

Bg.

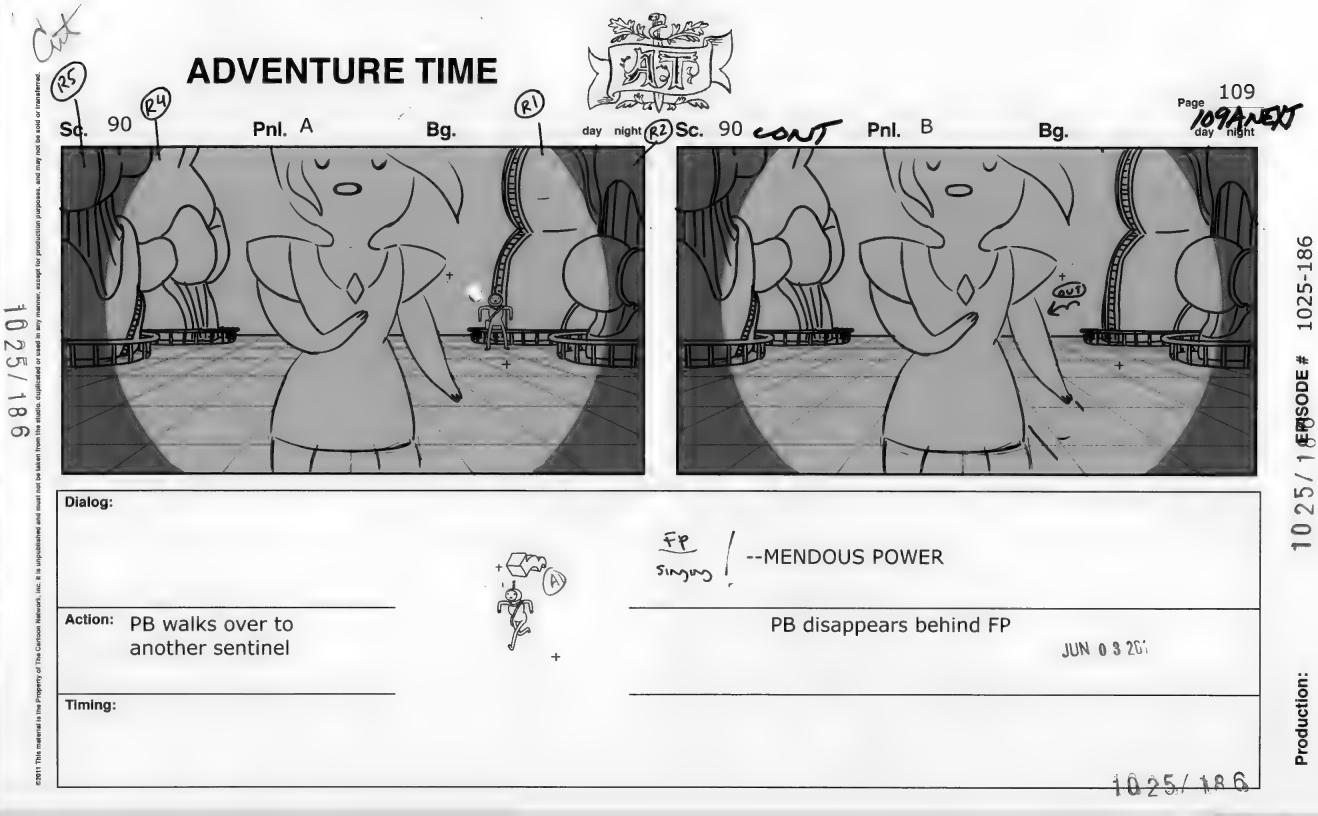
1025-186



day night

Sc. 89 CONT Pol. D

Bg.



Production:

EPISODE#

ADVENTURE TIME



Sc. 90 CONT Pnl. C Bg.



Dialog:

Action: PB sneaks to other side

PB opens panel



Timing:

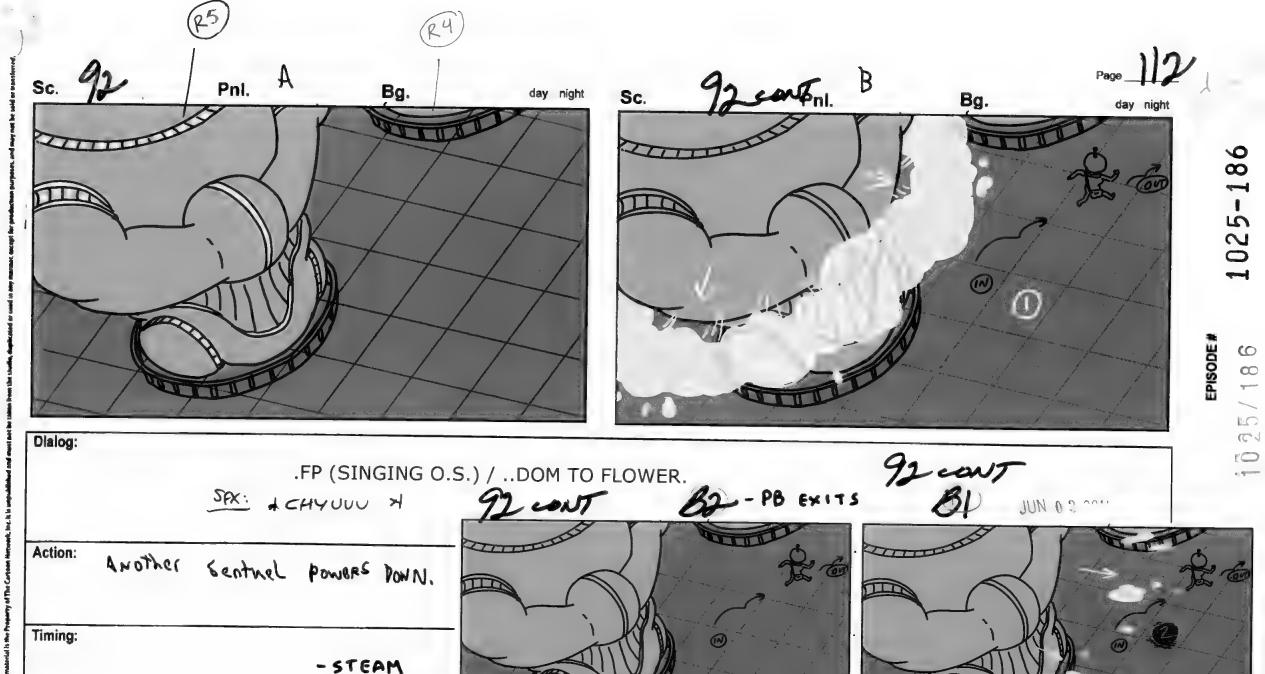
* The state of the	25)			
sc. 91 Pnl. A Bg.	day night Sc.	91 content.	B Bg.	Page 110 day night
Dialog: (SI	CAN CAUSE			
Action:		-PB REACHES		2 2044
Timing:			JUN	3 2014

Production:

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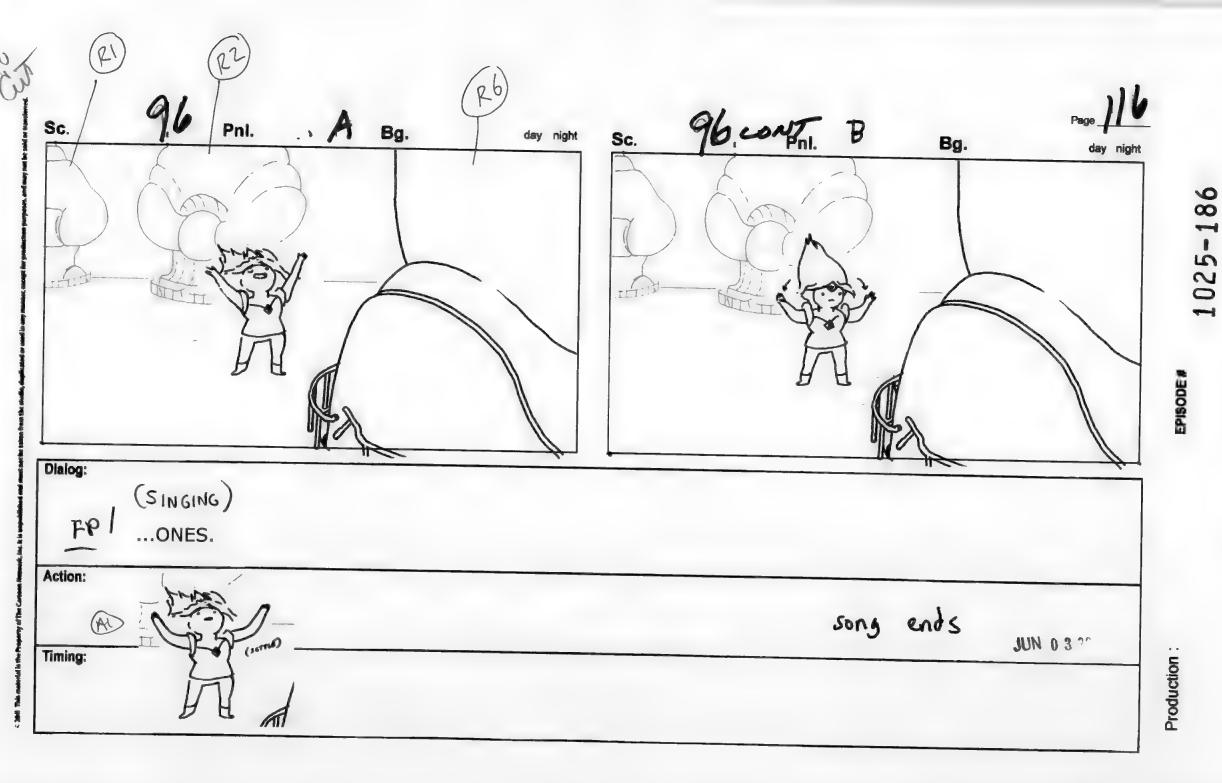
9/ conspni. C 91 contpnl. D Sc. Bg. Bg. 110 Dialog: ...A NEW KING... Action: Pulls at mother power Device. JUN 0 3 201 Timing:

Production:

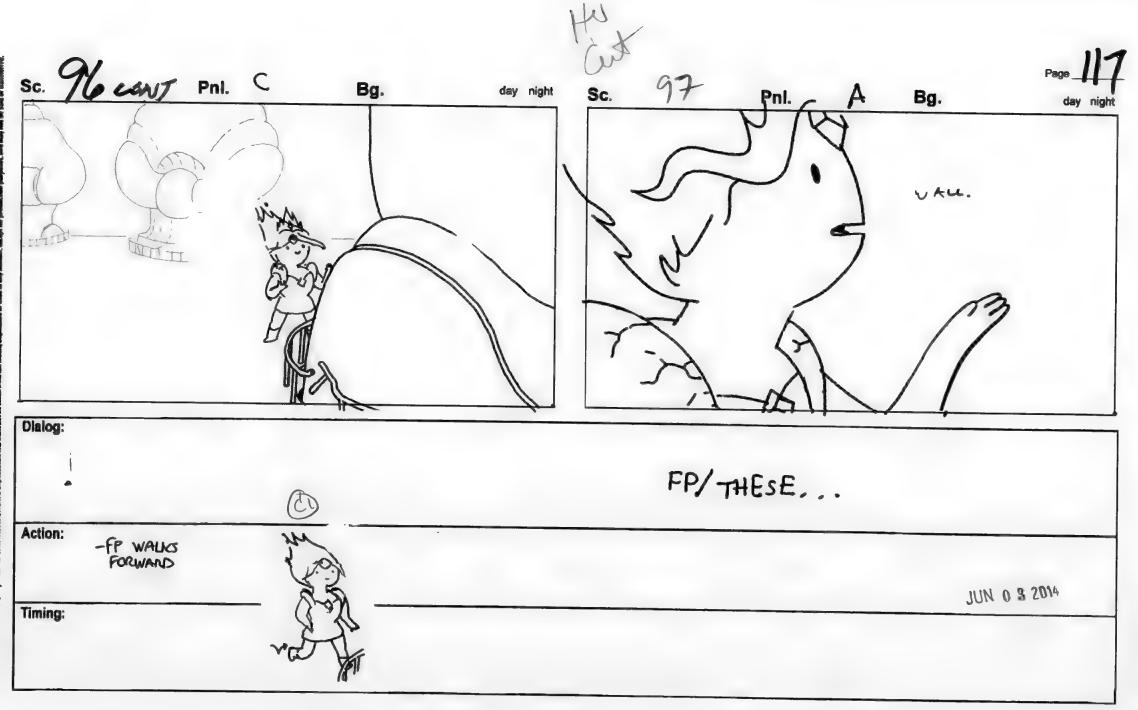


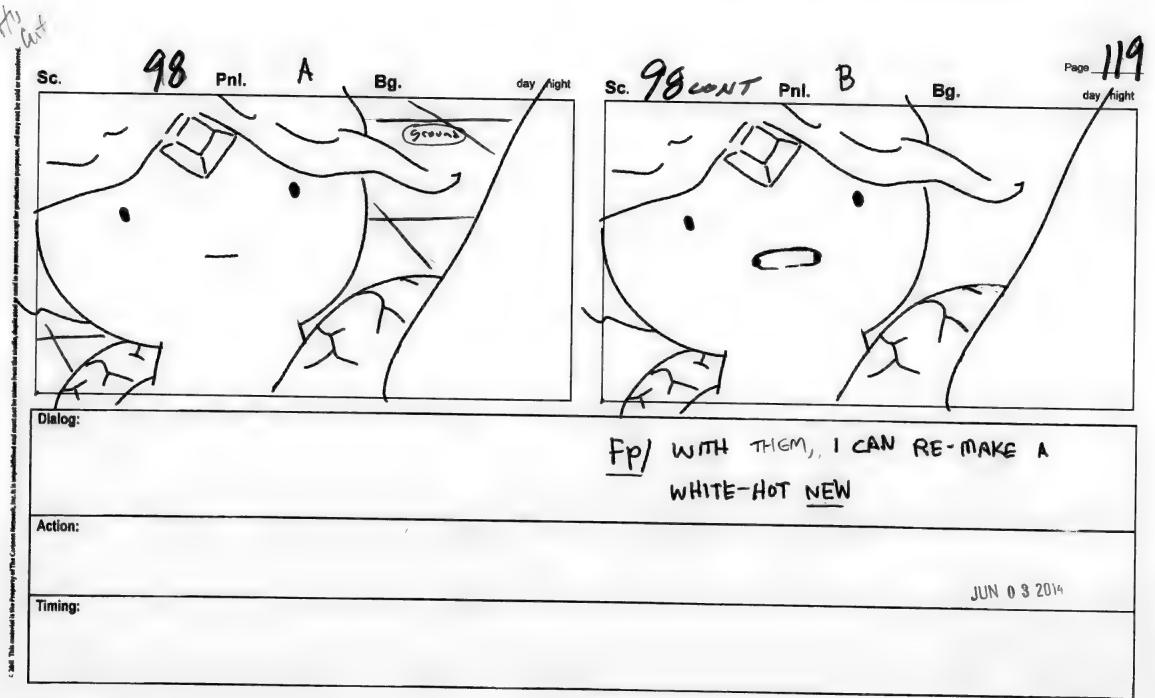
DISPERSES

1025-186

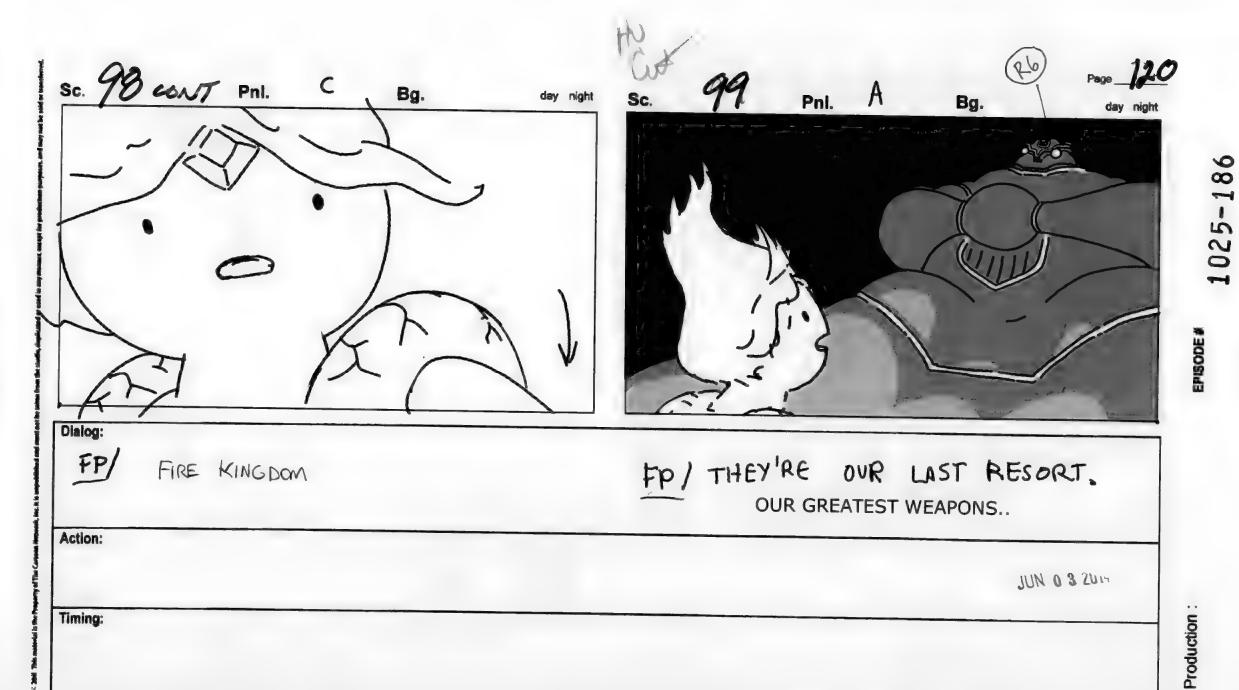


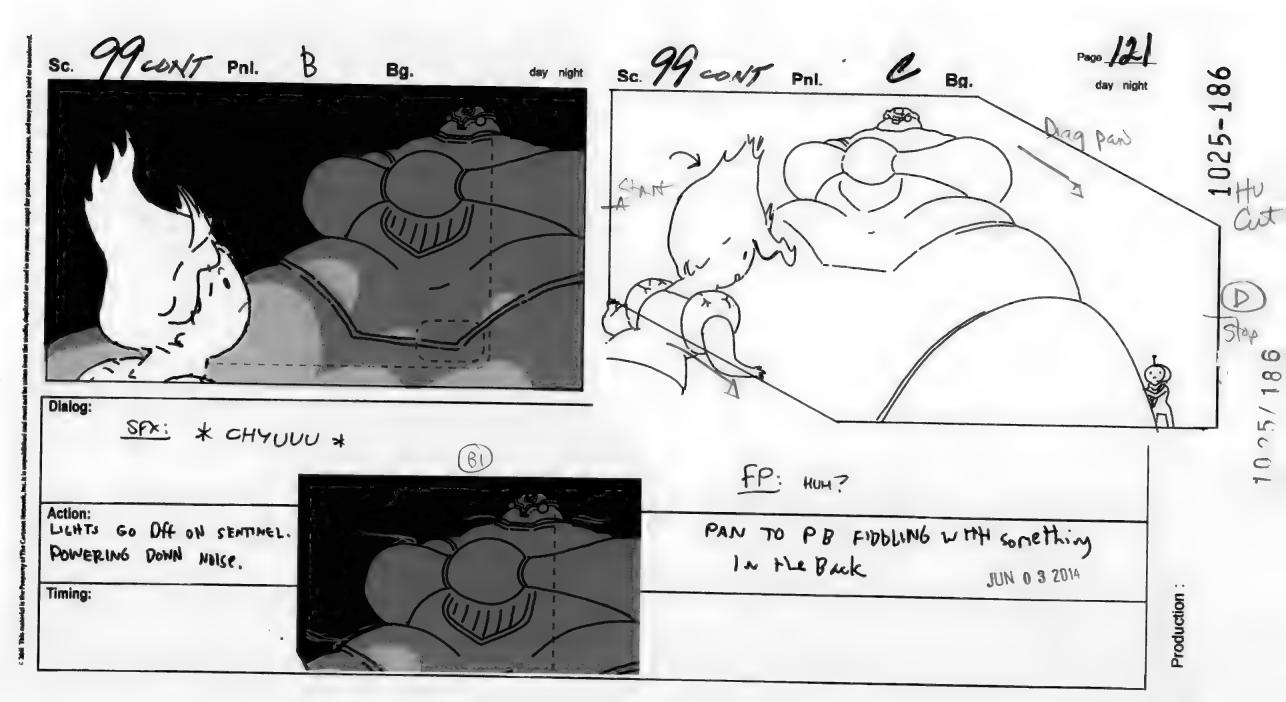
EPISODE#





Timing:





Production:

Page 123 10 carpol. B Sc. Bg. 1025-186

FP/ I SAID NO TOUCHING!

STAGGER MOVEMENTS. PLEASE

JUN 0 3 20H

Timing:

Action:

Dialog:

101

(26)

Pnl.

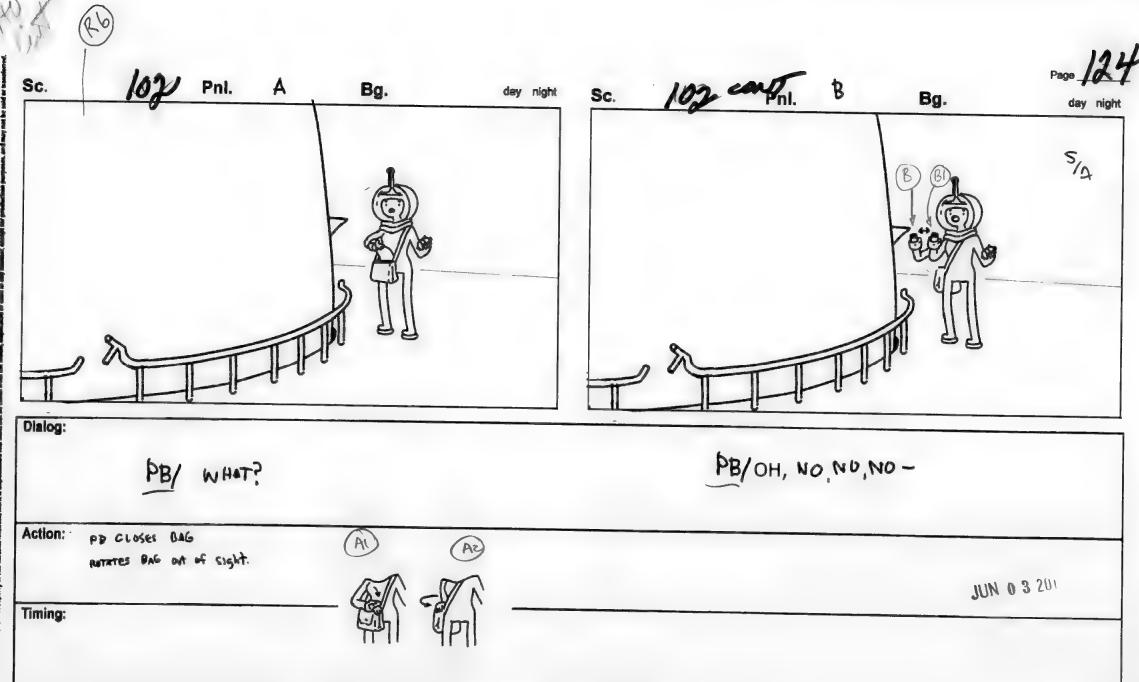
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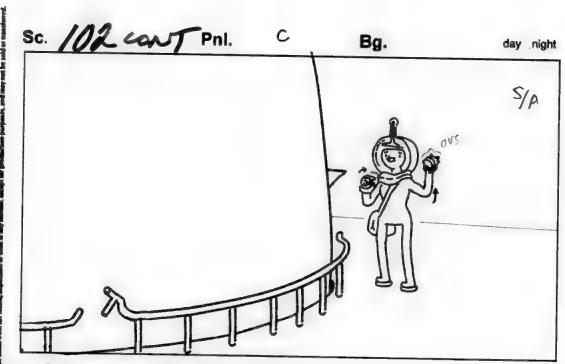
Bg.

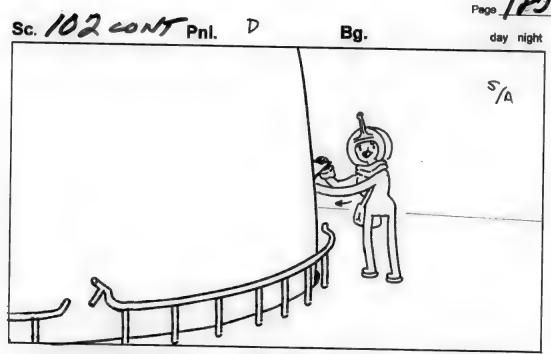
Sc.

(P)

EPISODE #



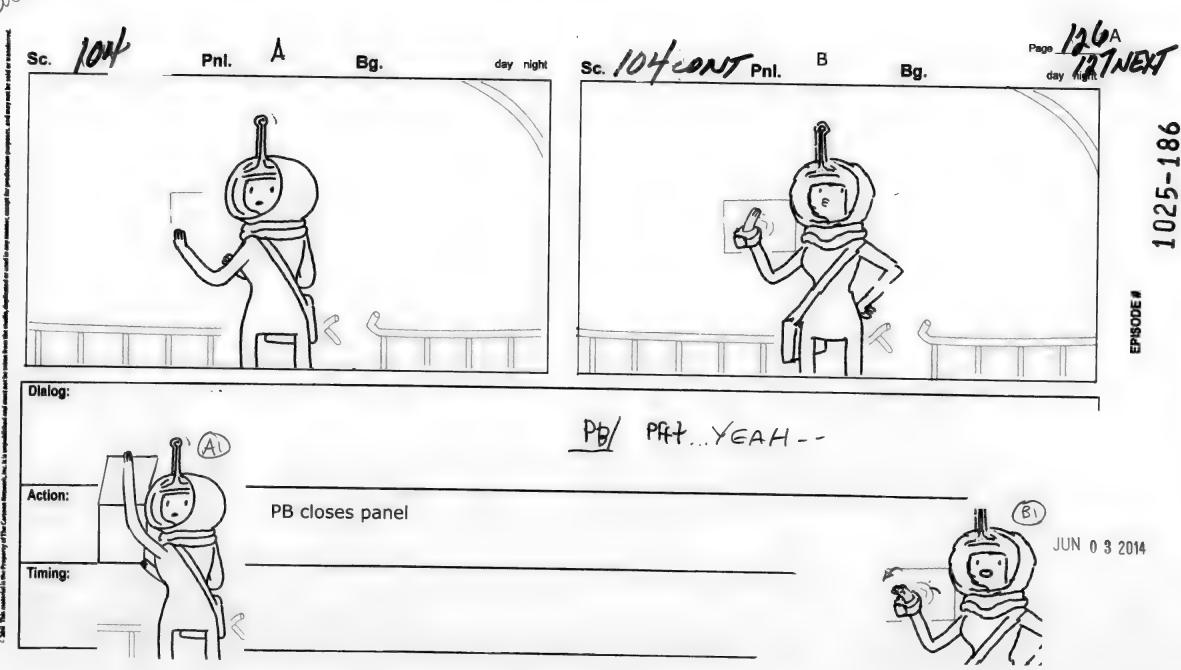


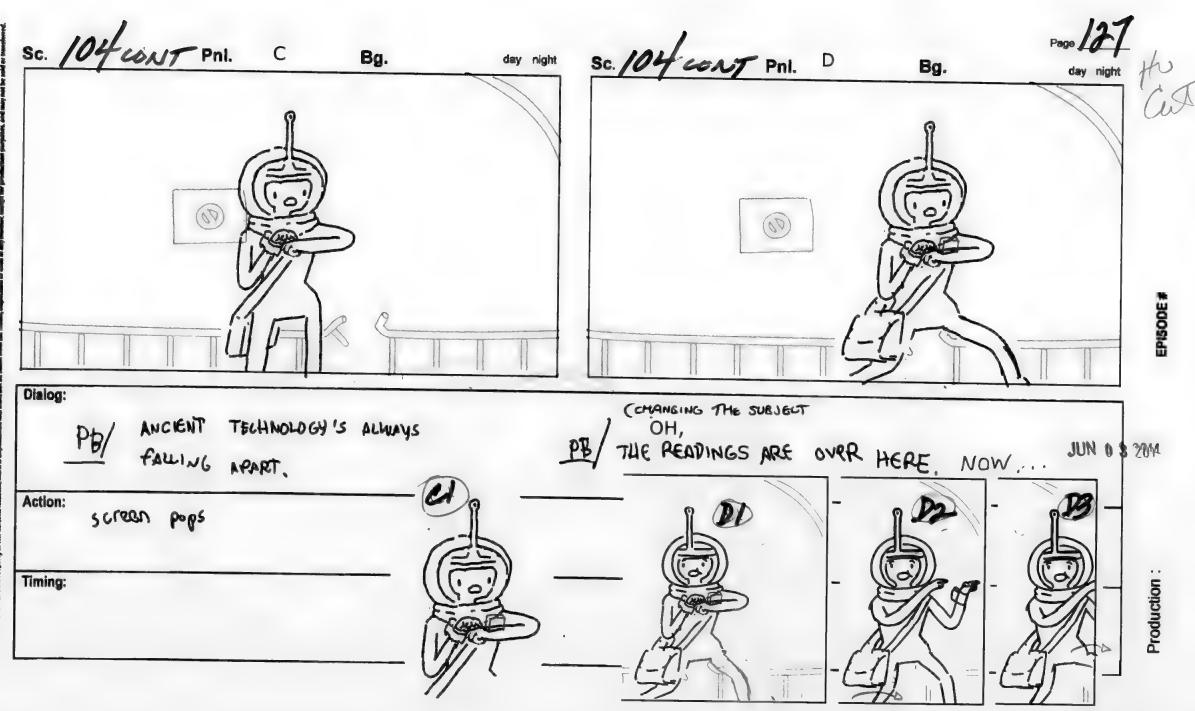


Dialog:				
THIS LITTLE THERMIC CONTROL MODULE (OR WHATEVER IT IS) ACCIDENTALLY FELL OUT	Pb/	I was	Just	PUTTING IT BACK
Action:	ou ´			
Timing:				JUN 03 AM

Production:



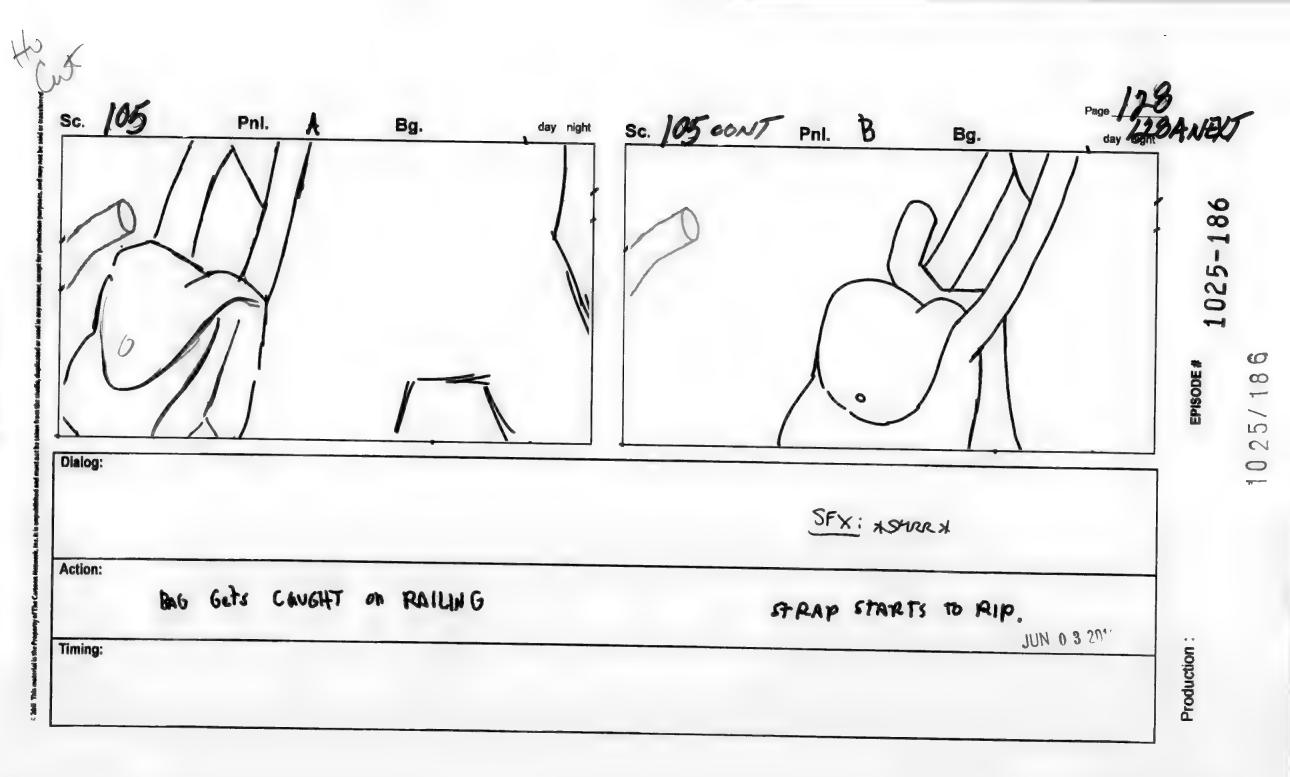




1025-186

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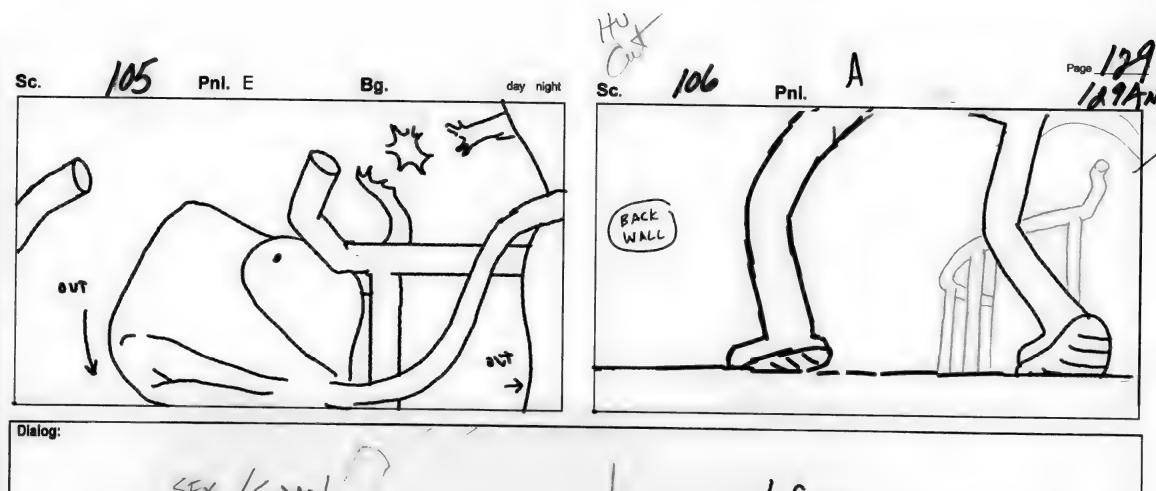
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Sc. 105 CONTPNI. C Bg. day night	Sc. 105 cont Pnl. D Bg. day night	3A 19NO
		EPISODE# 102E 107
Dialog:		
Actions	SFX: xsurx	
Action: BAG GETS CAUGHT ON RAILING	STRAP STARTS TO RIP.	
Timing:	JUN 0 3 2014	Production:

EPISODE #

Production:



SFX /SNAP!

Action:

Timing:

sex/fwop

Bac Fells to the Grand spilling open.

JUN 0 3 2014

ADVENTURE TIME



Sc. 106 Pnl. B Bg. day night Sc. Pnl. Bg.

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25/18

5-186

Action:

Timing:

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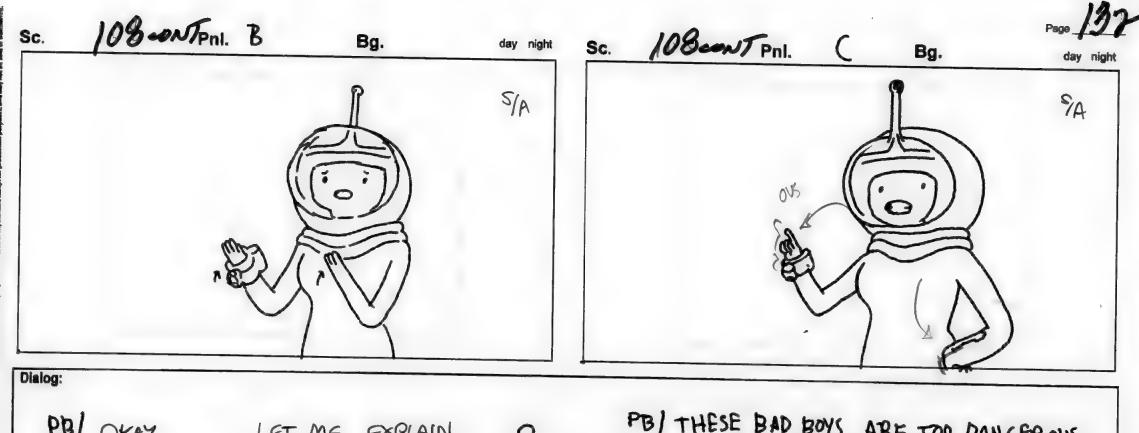
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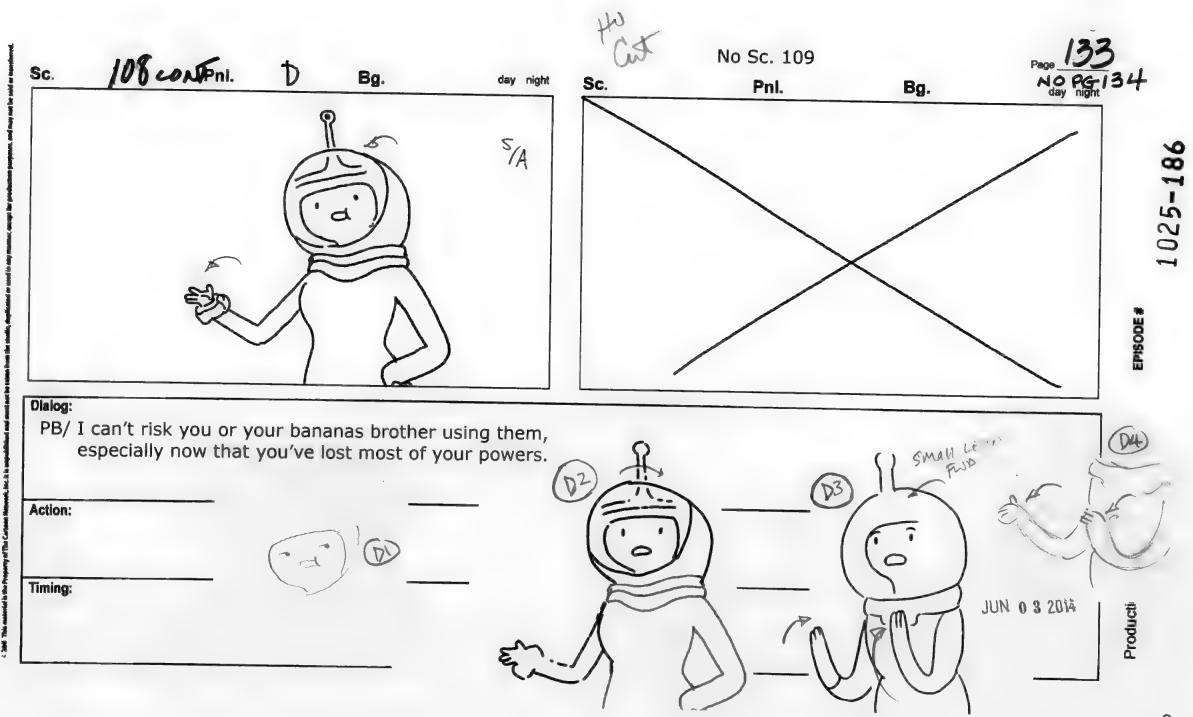


Action:

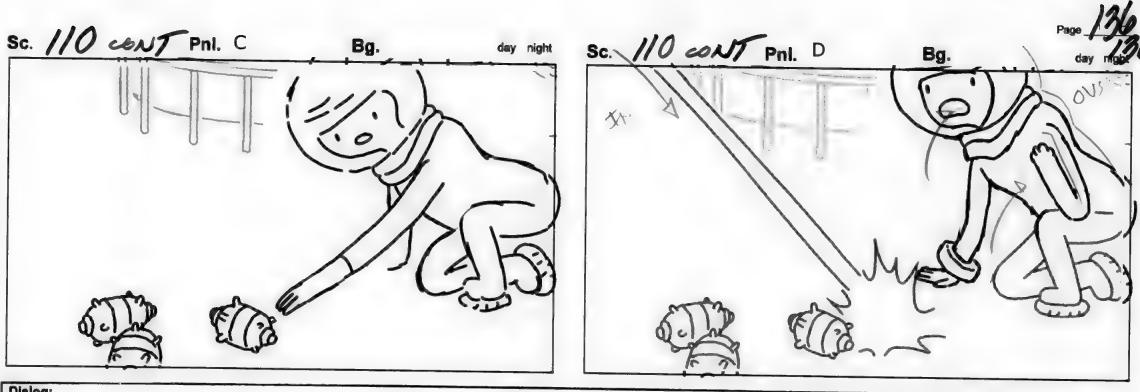
| DET ME EXPLAIN ... | BID | BID

PB) THESE BAD BOYS ARE TOO DANGEROUS.
TO REMAIN FUNCTIONAL ...

JUN 0 3 2011



Sc.	100 Pnl. A Bg. day night	Sc.	110 m	Fni. B	Bg.	Page 135 day night	186
Dialog:				ECC 3	Entire (413	EPISODE # 1025-
Action:	PB: SO LET ME JUST				SIABU	JUN 0 3 2914	
Timing:			·				



Dialog:

PB/ - finish disarming...

SFX: X STRKX *

Action:

KNEELS DOWN

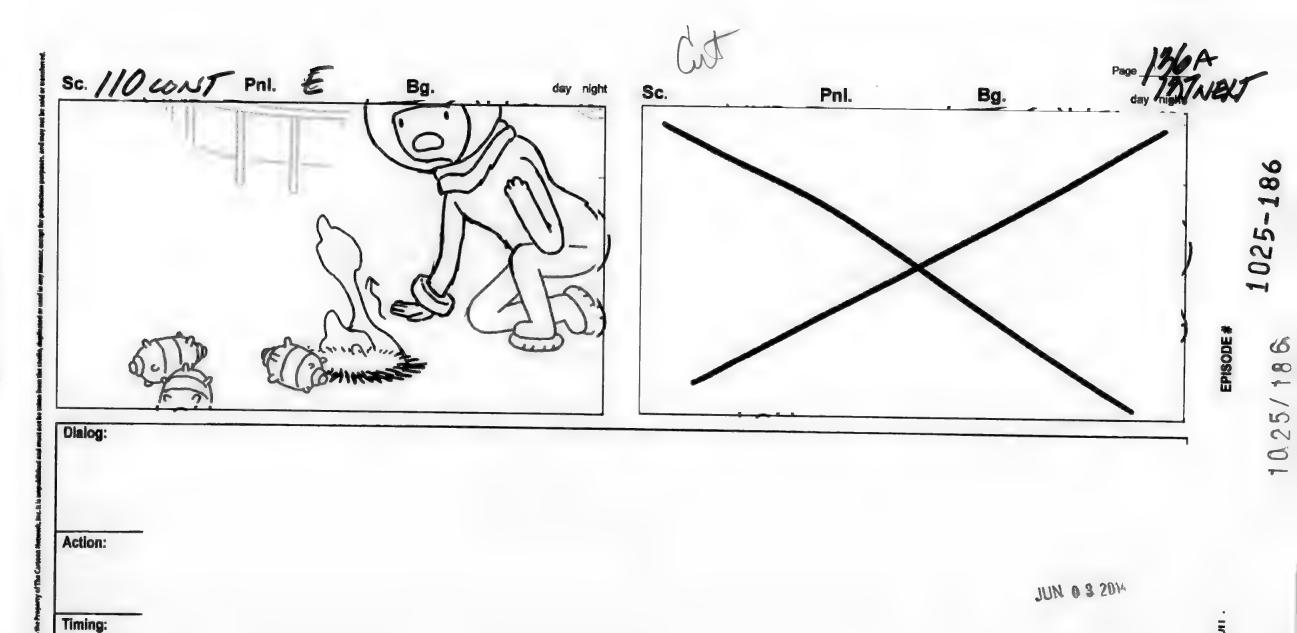
- AOU, W/ ACTION.

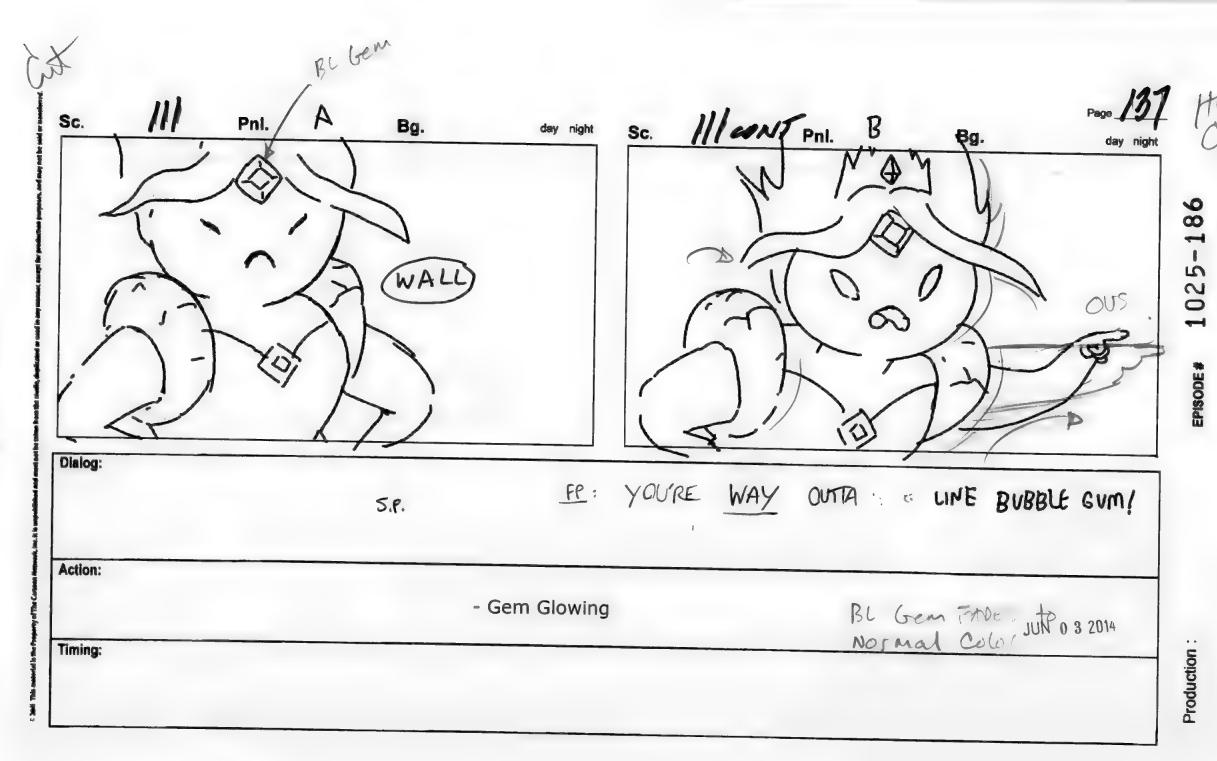
FIRE BOLL HITS BETWEEN PB'S HAND AND THE ADD.

Timing:

JUN 0 3 2014

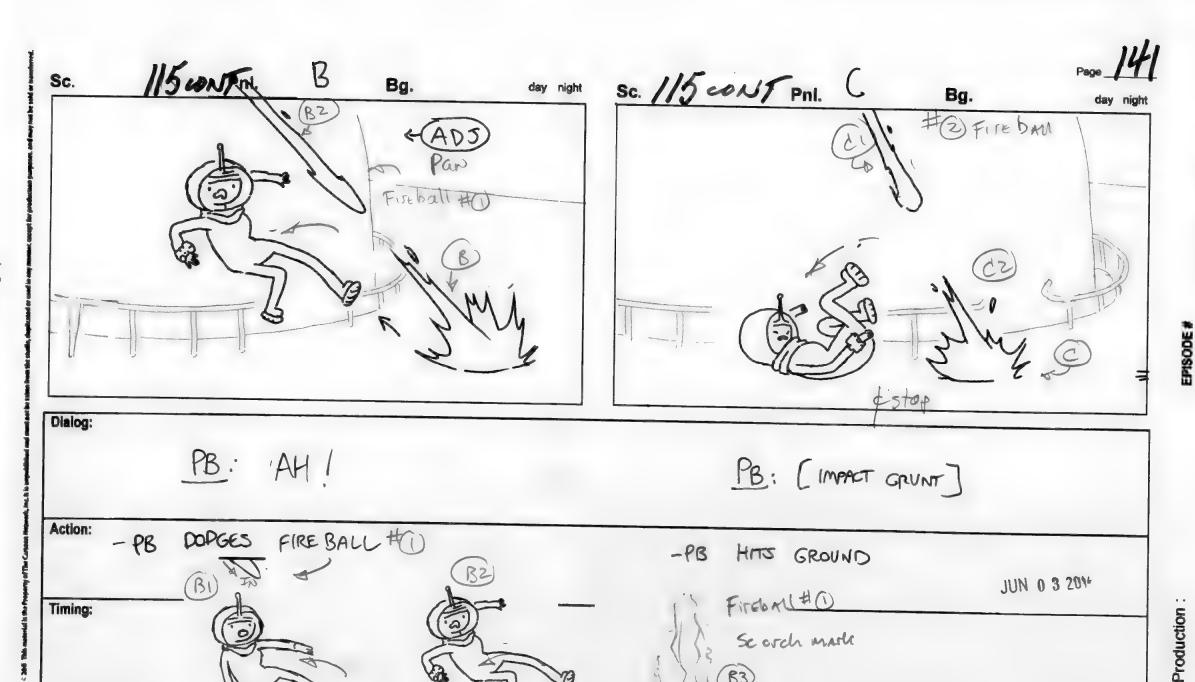
Production:

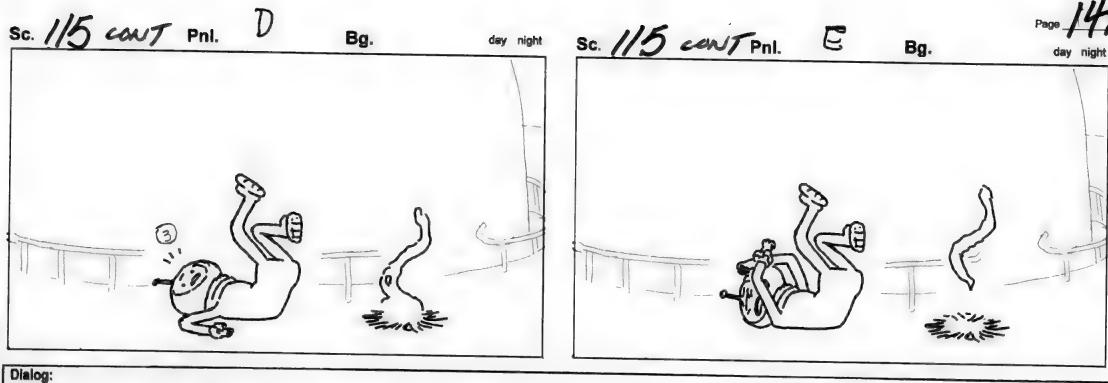


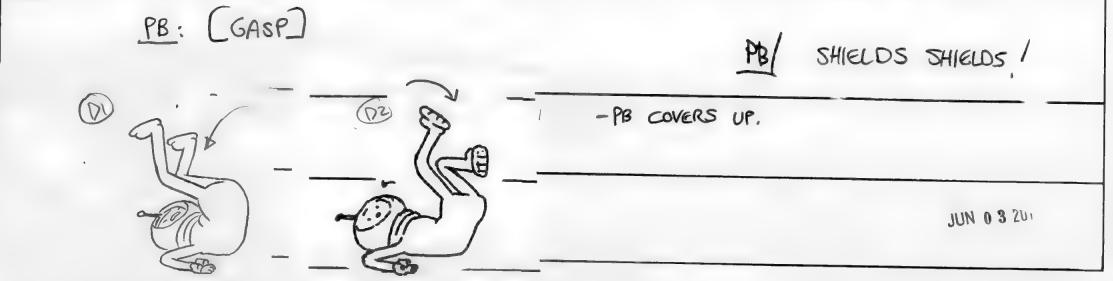


Dialog: P: [GROWLING]	Page	Bg.	PNI. B	ght Sc.	day	A Bg.	Pnl.	113	Sc.
			[GROWLING)			\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	1 / ~		Dialog:
FP MAKEE FIRE BALLS.	0 3 2014		FP MAKES FIRE BOWS.						Action:

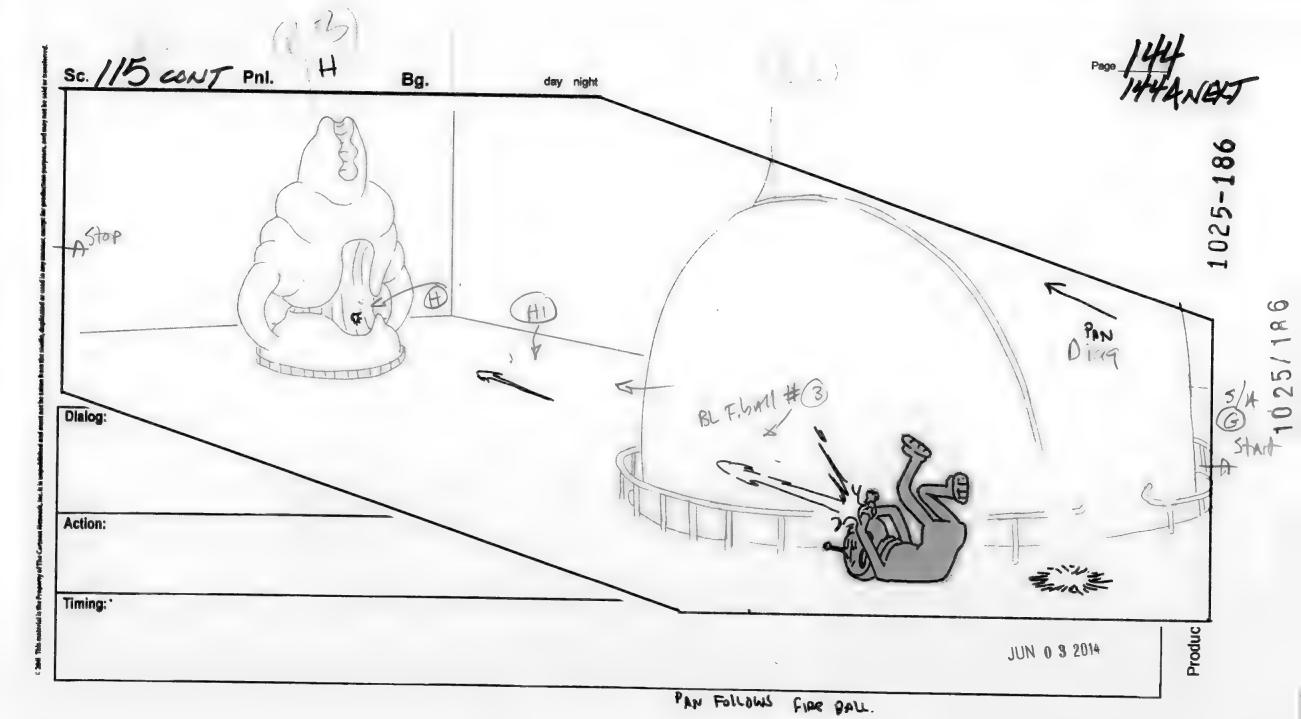
1025-186







sc. //5 a	FITE DAM	day night	Sc. 115 cons	Pni. G	Bg.	Page 149
")	#3		4/1	83		The state of the s
		Einst .			Zingis	
Dialog:	ax/nmoombi			P	an Ww	F. Ball #3
Action:	SHIELD GOTS UP RAIND PB.		liae ball	Ricochets		
Timing:					NUL	0 3 2014

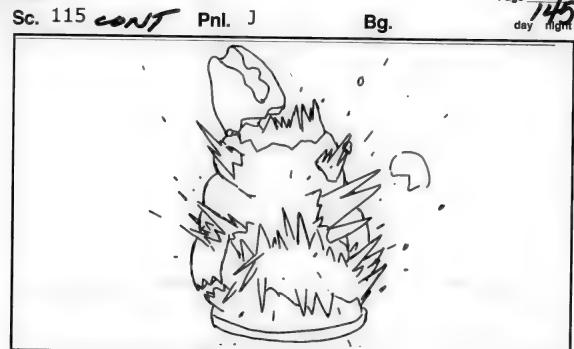


ADVENTURE TIME



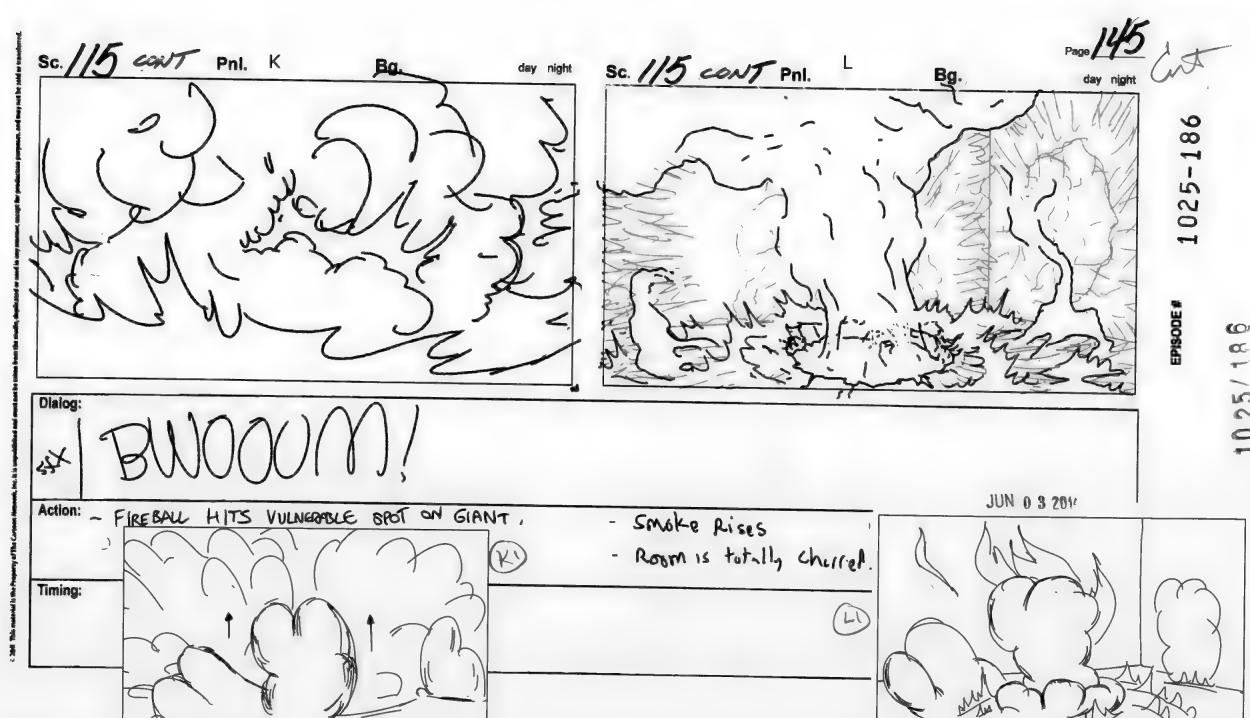
Page 144A

Sc. 115 Pnl. I Bg. day night



Dialog:	
Action:	
Timing:	
	JUN 0 3 2014
Timing:	JUN 0 3 2014

Productio



1025-186

EPISODE#

1025/186

Sc. 117 Pnl. A Bg. day night	Sc. 117 confil. B Bg. day night	It d
	5	EPISODE#
Action: Timing:	PB Looks at the pestayetian. JUN 0 3 2014 Emoke dissipates	Production :

70T

EPISODE #

Timing:

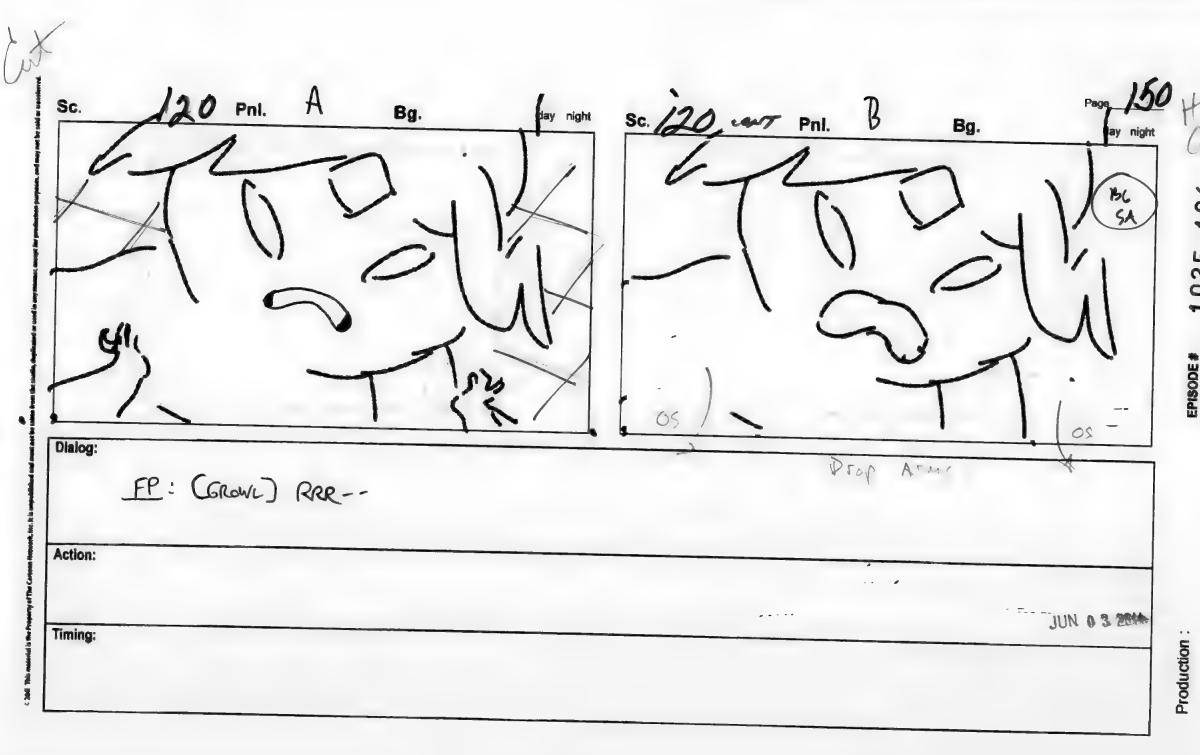
-PB HOPS UP TO HER FEET.

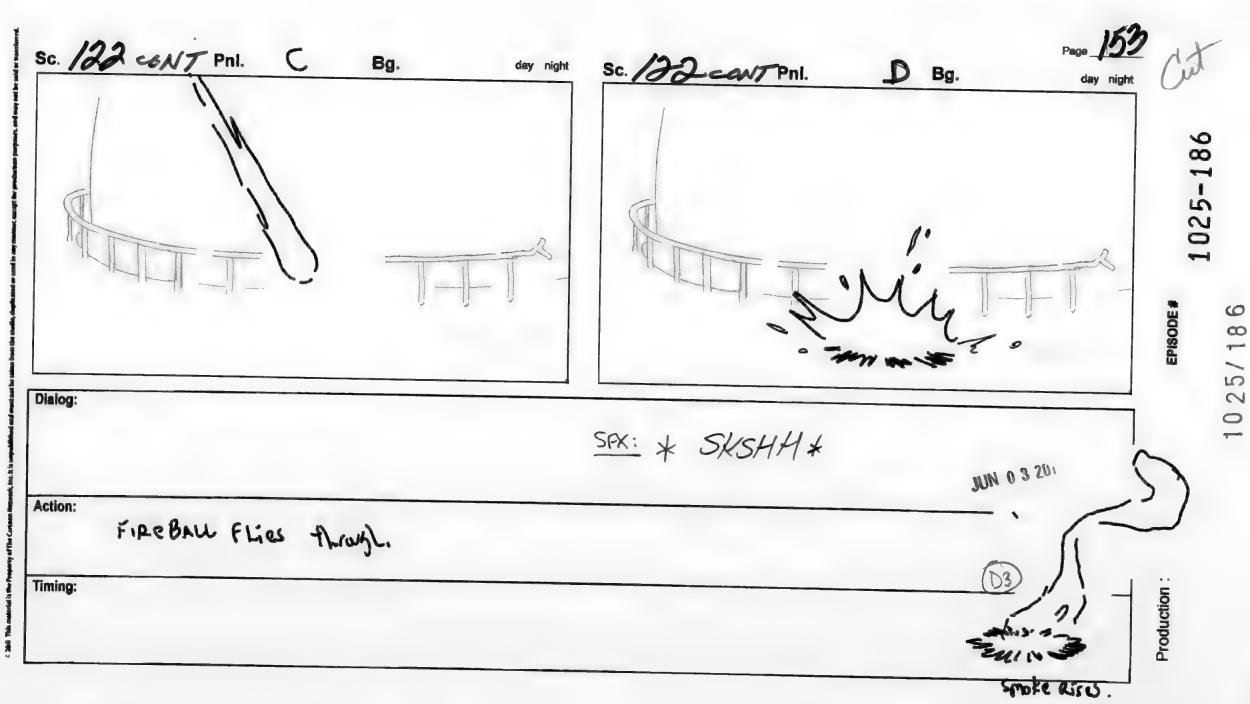
Production:

1025/186

1025/186

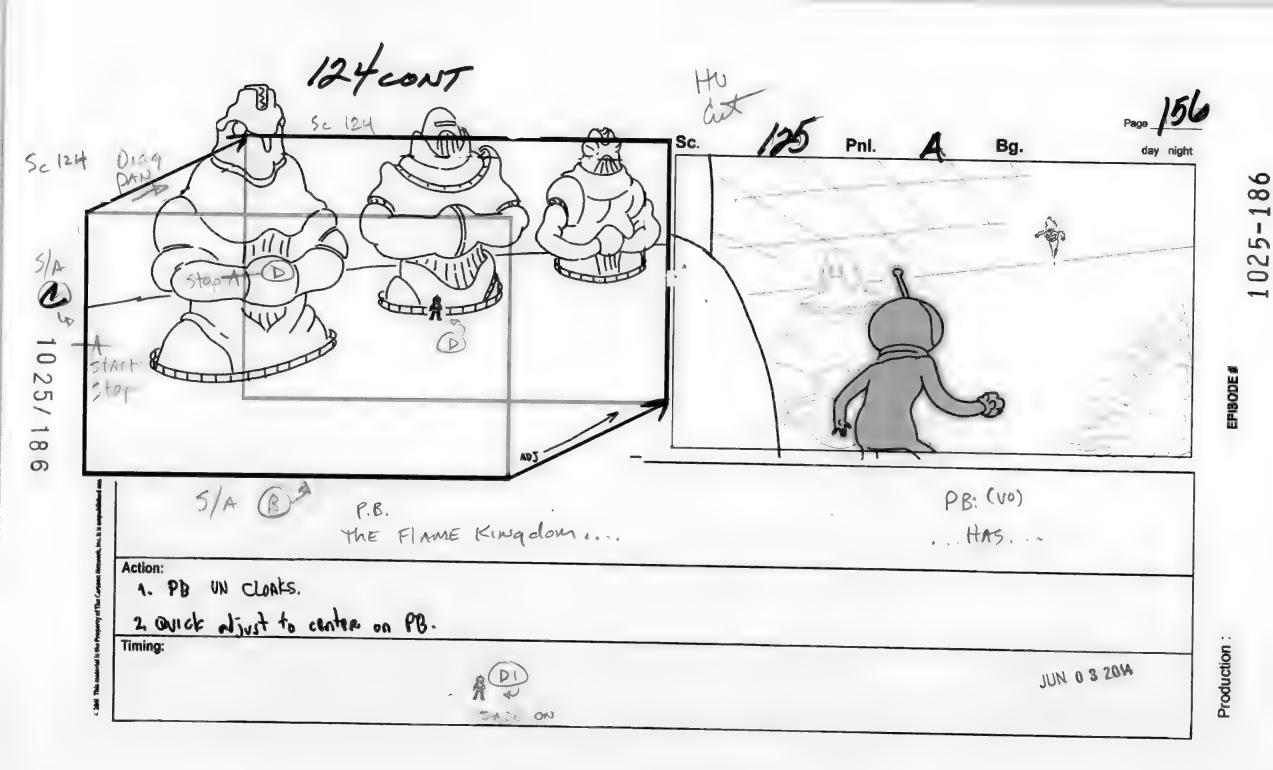
JUN 0 3 2014





1025-186

Sc/23 CONT Pol. Pnl, Bg. day night Bg. 100 Dialog: Come out in the open AND FACE Me LIKE A --Action: Al JUN 0 3 2014 Timing:



Sc. 125 CONT Pol. Bg. day night Dialog: PB (vo)

Always BEEN A thrent to my

Action:

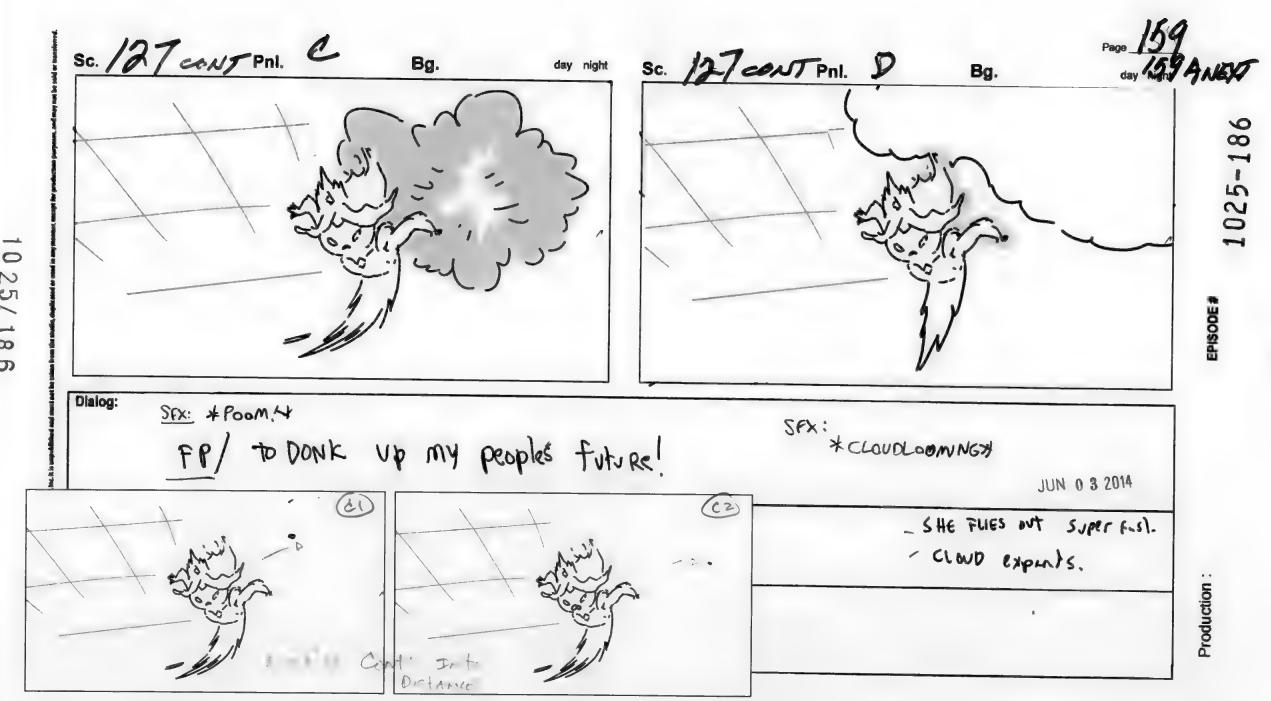
Timing:

sope* 1025-186

1025/186

Production:

10 25/186



ADVENTURE TIME



Page 159A
day 159BNAT

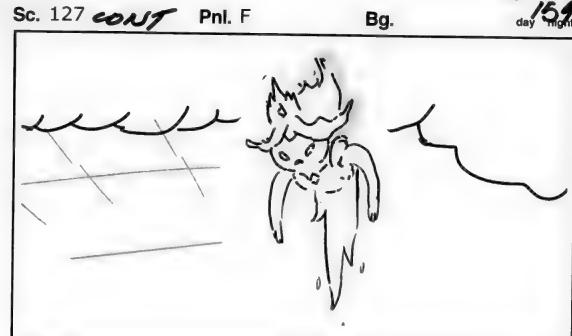
Sc. 127 Pol. E Bg. day night

10

25

დ ნ

Timing:



Dialog:

Action:

Production:

EPISODE #

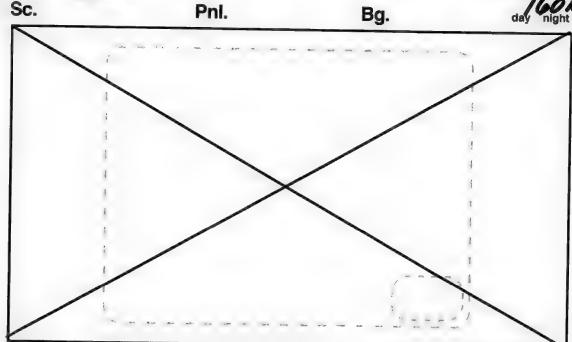
EPISODE #

Production:

ADVENTURE TIME



Sc. 127 CONT Pnl. G Bg. day night



Dialog:

SFX:

CLOUDLOOMNG

Acti _ SHE FUES INT SUPER FLSI.

CLOUD Expens.

Timing:

EPISODE#

BI - Man

Production :

1025/186

1025-186

FP Goods BIG.

1025/186

1025-186

Production:

FP/

/ (WONT

Action: FP LOUKS AROUND,

Timing:

FP: LEt you continue to usurp any Authority

(B1)

PB UNCLOAKS AND RINS AROUND
The Sentinel JUN 0 3 2014

Production:

တ

Action:

Timing:

Sc.	130 Pnl.	A	Bg.	day night	Sc.	130 cars	В	Bg.	Page 165
AL PLANT									05
	TAC TO THE PARTY OF THE PARTY O	A					一条		
Nalagu									
Dialog:	PB/ AND	1 CAN'T	Leave	my people	es safe	TY TO C.	HANCE.	SFx:	CHFF¥

REVISE Duy le

- 100 441 1

Production:

1025-186

EPISODE #

1025/186

1025/186

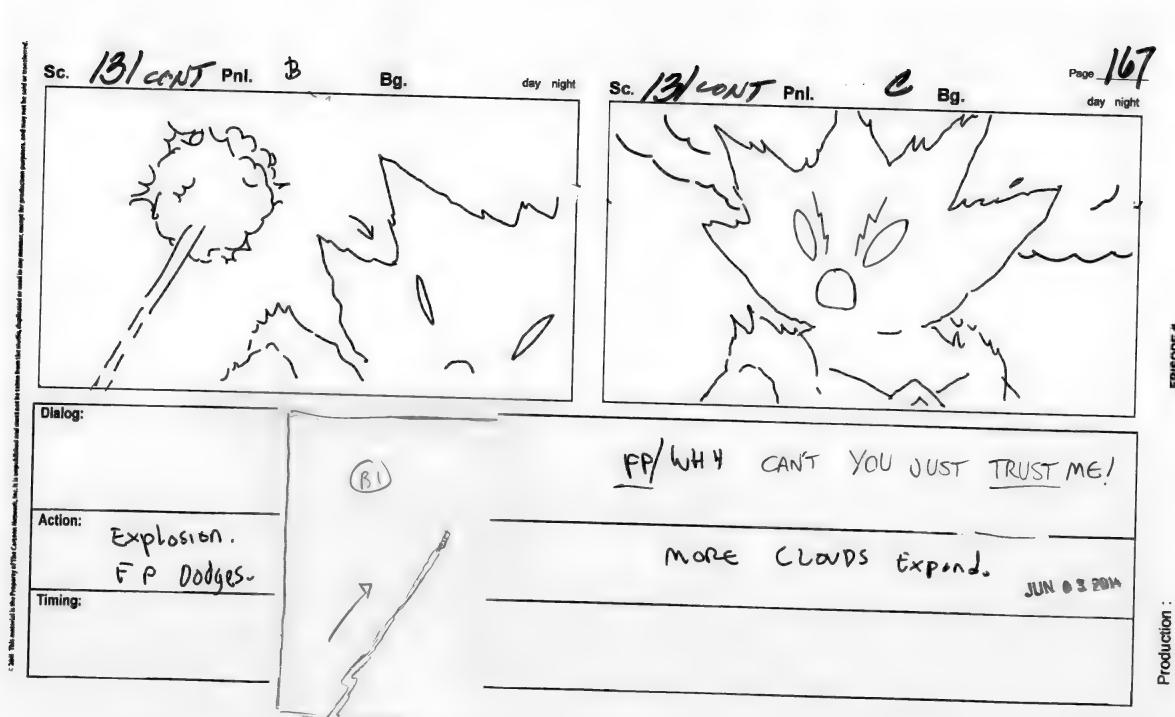
JUN 0 3 2014

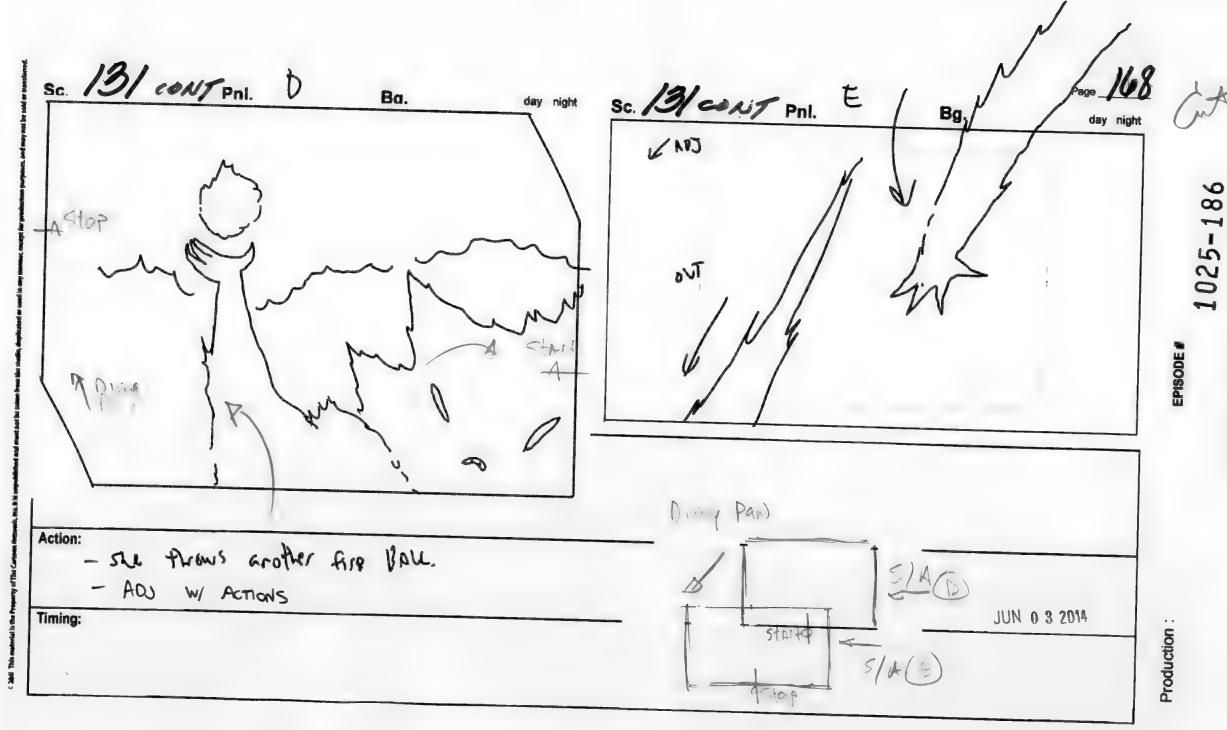
1025-186

EPISODE #

Sc.	Pnl.	Bg.	day night	sc. 131	Pnl.	Bg.	Page //
					I was	wy	
				4	0 6	7 hours	7
					- Surl		
Dialog:				7/9/	1/	~ 1	
Dialog.							
Action:				mistice	comes in.		

1025-186





Pnl. Bg. Bg. JUN 0 3 2011 Dialog: (SIGH) Action: - PB JUMPS, THEN CLOAKS Timing: 1025/186

025/1861025-186

Sc. 132 CONT Pril. C Bg.	y night Sc. 132 CONT Pnl. Bg. Page 1704
OUT)	January Mer Mer State of Mer State of the St
5	Millin in in
Dialog:	Sill Mariting in
Action: sentinct Explodes.	Leaving another creater
Timing:	JUN 0 3 7111

1025-186

ADVENTURE TIME



 $_{\text{Page}}_170\text{A}$ Sc. 132 CONT Pnl. F Bg. EPISODE # 1025-186

Sc.	132 cant	Pnl. E	Bg.	day night
2	~			WUZ
	021111	1	1	-11 i
1	7			
13	Mil	ا	11/1	4
ے،	518	Mail	13.2	

Dialog:

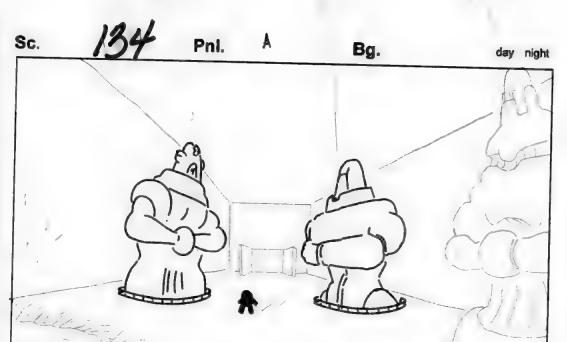
Action:

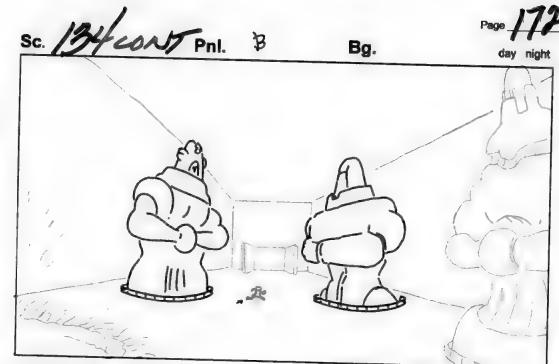
Timing:

Production:

JUN 0 3 2014

1025-186





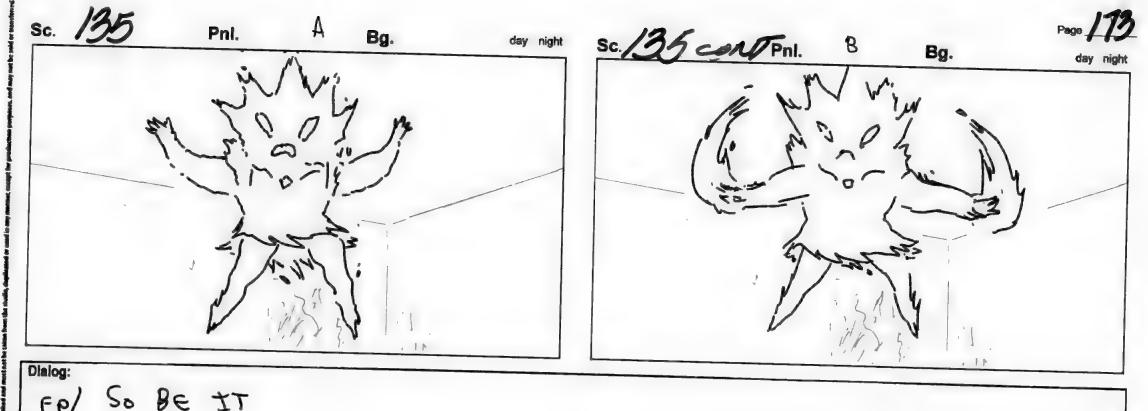
Dialog: PB:		_
	PB/ whatever it takes to protect my peeps.	
Action:		_
	PP CLARKS AS SHE TURNS TOWARDS THE BALL	
Timing:	JUN 0 3 2014	

Production:

1025-186

1025-186





FP/	50	8€	IT		
Action:					
Timing:					IIIN 0 3 2014

Production:

Sc. 135 cont Pnl. C Bg.	sc. 135 cartfell. D	Bg. day nigh	1
Dialog:			1025/186
Action: FLAME PRINCESS Shainks Down As she shouts flame. Timing:		JUN 0 3 2014	Production :

Timing:

1025/186

Sc. 136 Pnl. Dialog:	A Bg. Sentince The sentince of the sentince	day night Sc. 12	Report Poli. B	Bg.	Page 173
Action:		PVAV	of fine Rubo in.		
Timino:				JUN	0 3 2014

Production:

SPX: BWODOM//

Action:

The BAR of FLAME CUTS throsh 2 entirels.

JUN 03 28M

Timing:

Droduction

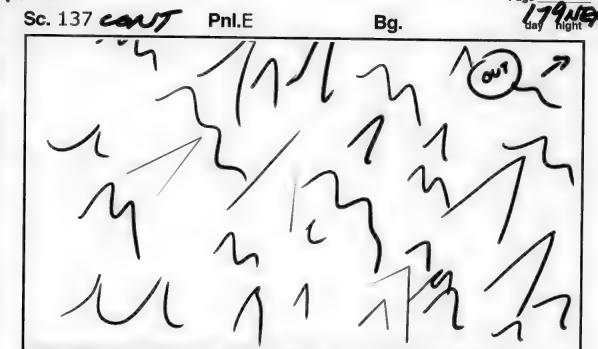
EPISODE#

1025-186

ADVENTURE TIME



Sc. 137 conf Pnl. D Bg. day night



Dialo	g:

25

8

Action:

Timing:

Production:

EPISODE#

PB concret IN smoke Flies out of the Explosion AND Through the Room.

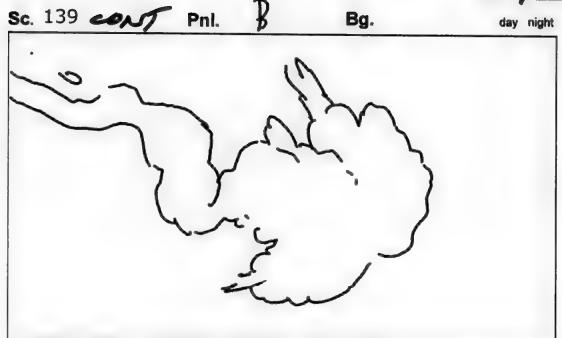
CLEAK CONTINUES to fail.

Timing:

 ∞

Sc. 139

Pnl. A Bg. day night



Dialog:

1025/

__ &

တ

SEX/ FWOOMP!

Action:

smoke BAU FLIES IN,

- SMOKE BALL HITS WALL.

Timing:

JUN 0 3 20W

Production:

Production:

2

Timing:

1025/18

JOH 0 3 5019

Olalog:

(fx/FZZZT

PB: UHMH...

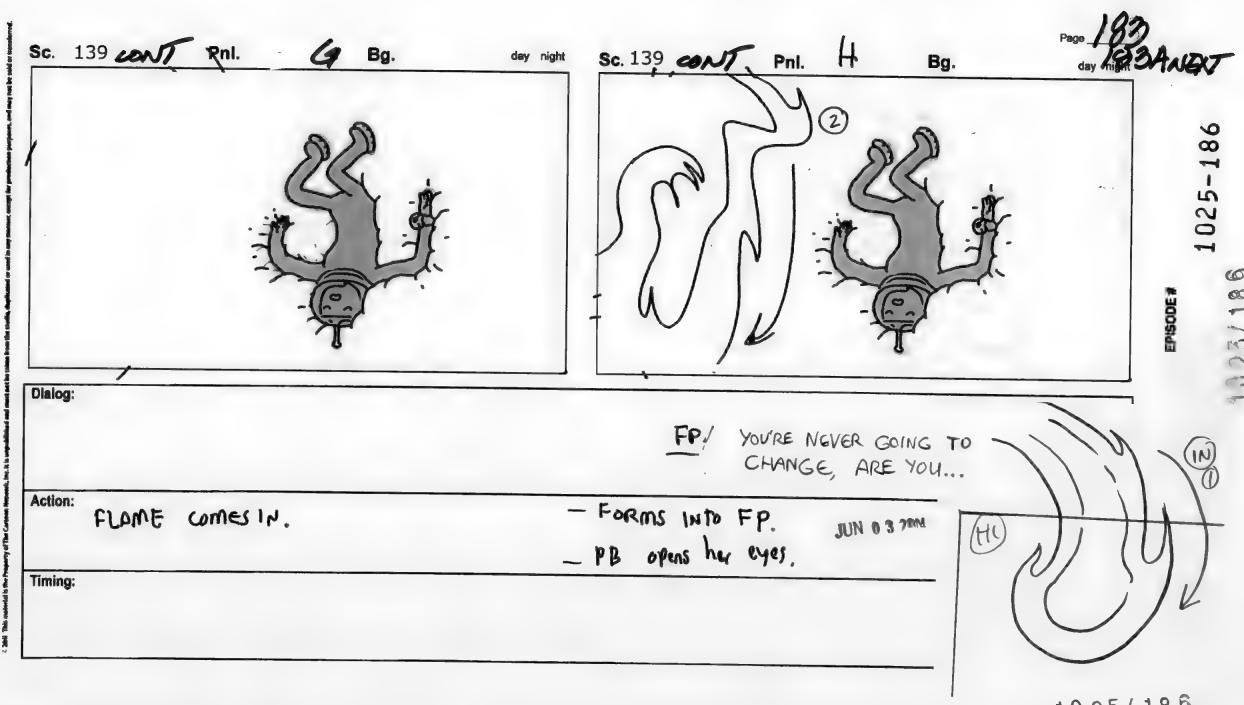
Action:

CLOAK FAILS completely.

JUN 0 3 ?"

Production:

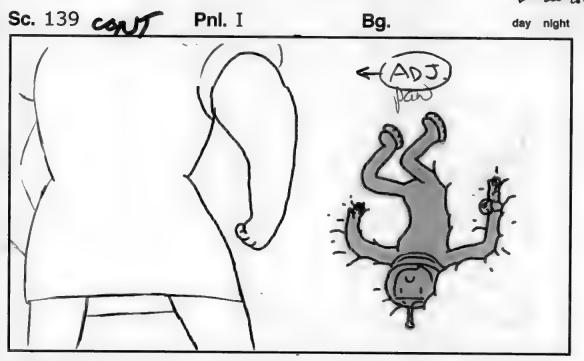
1025-186



ADVENTURE TIME



Page 183A and any original any original and any original and any original and any original Bg. EPISODE # JUN 0 3 2014



Stop Start







Pnl.

Production:

186

1025/

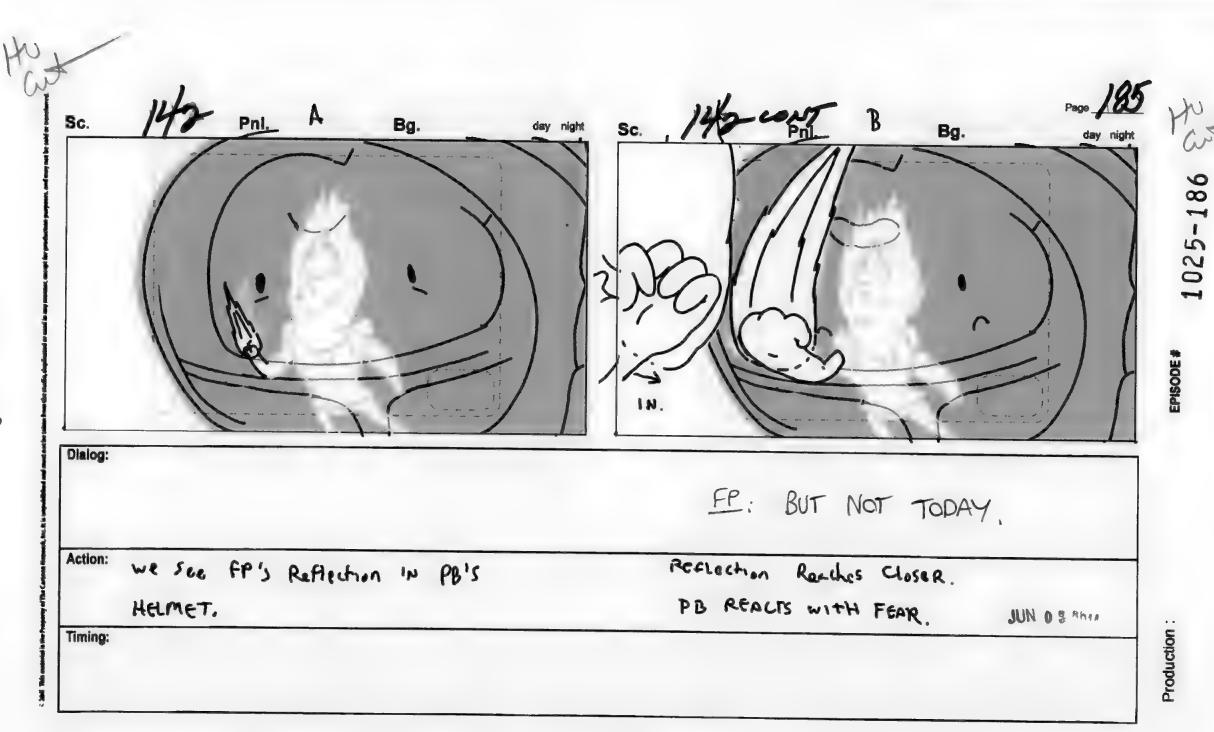
1025/186

Dialog:

Action:

Timing:

Sc.	Pnl.	A Bg.	day night	Sc.	Heartoni.	B Bg Young	Page 18	EPISODE# 1025-186
Dialog:	You'LL ALL	JUST KEEP WAR OVER US HEAD IS NOTH WI POS @ EXPRESS	ALKING ITTLE PEC	PLE		•	JUN 0 3 Žijis	Production :



Action:

Timing:

PB PIESES HER PALM

TWO FWGERS.

ore pops out of wrist.

FP'S HEAD FOLLOWS PATH OF ORB TO THE GROUND,

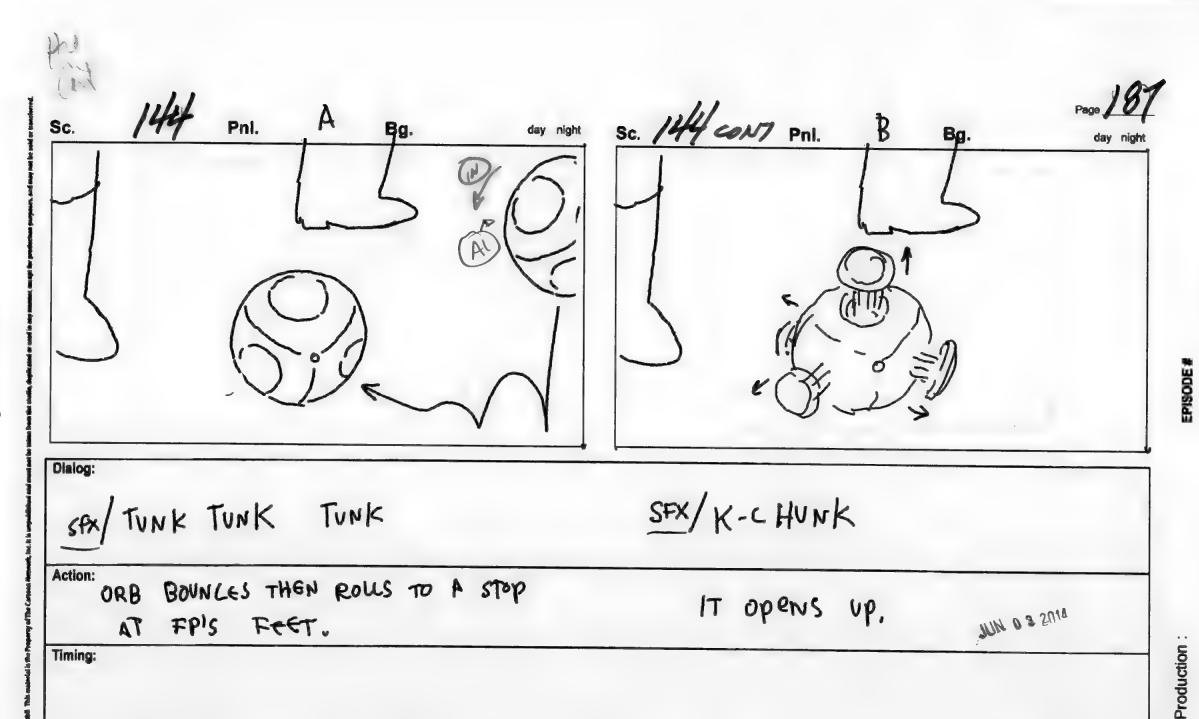
1025-186

1025/186

Production:

1025/186

JUN 0 3 2014



ELECTRICITY

Timing:

spikes out of the orb.

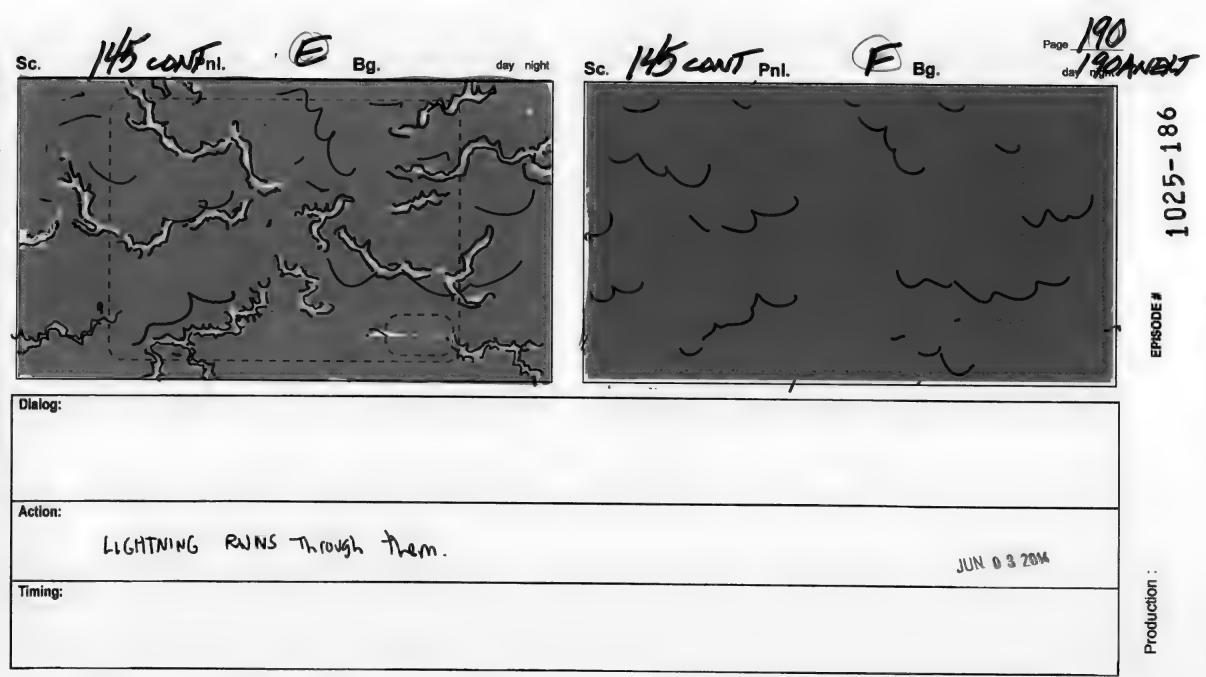
JUN 0 3 ZOM

Production:

1025-186

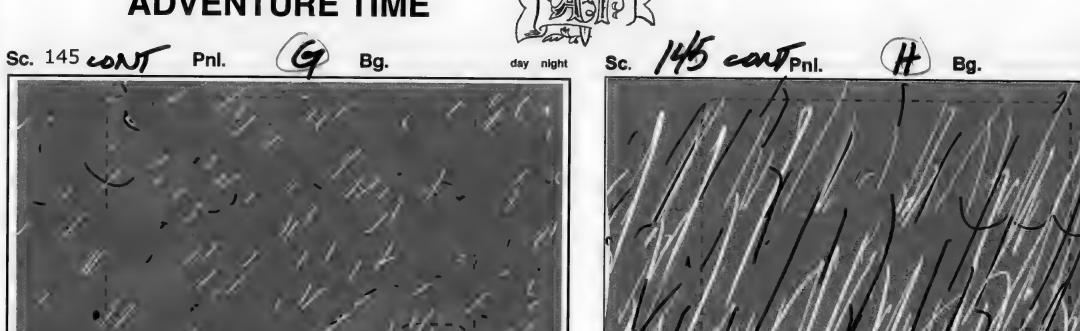
1025/186

Production:



EPISODE #

ADVENTURE TIME



Dialog:	SPSHHHH			
Action:	STARTS TO RAIN JUN 03 204			
Timing:		_		

Page 190A

Sc. 146 Pnl. A Bg. day night Sc. 146 cent Pnl. B Bg. day night

Dialog:

FP/ AHHH

JUN 0 3 2014

Action:

IT STARTS TO RAIN.

Sterm Rises off of FP as she Pecoils in Pain.

Production :

Sc. 146 conf. Bg. day night	ull -	Page 192
Sc. Phil. Bg. day night	Sc. 146 cont Pnl. D Bg.	day night
		EPISODE
FP: UGHH		
Action:	- RAIN STARTS TO LESSEN. FP collapses, JUN 0 3 2	2014
Timing:		Production

Sc. 147 CONT Pol. B Pnl. Sc. Bg. Bg. EPISODE # Dialog:

RAIN STOPS

clard disperses.

Action:

JUN 0 3 2014

Timing:

Production:

ADVENTURE TIME

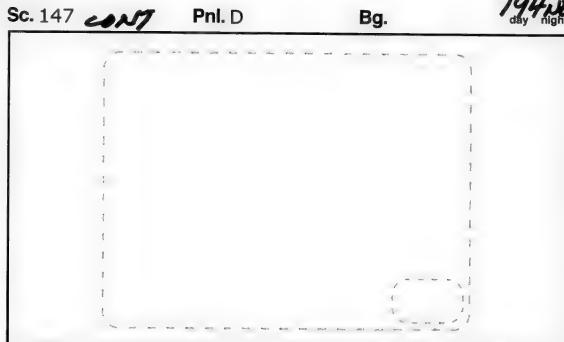


Page 193A

Sc. 147 CBN Pnl. C Bg. day night

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EPISODE #

1025/186

Productio

1025-186

EPISODE #

Sc. 148 Pnl. A Bg. day night Sc. 148 Pnl. B Bg. day night

Dialog:

PB/ [heavy breathing]

PB/ SHIELDS off.

Action:

JUN 0 3 2014

Timing:

1025/186

sc. 14	9 Pnl. A Bg.	day night Sc.	149 cm Fn1.	B Bg.	Page 19
Dialog:				A CONTRACTOR OF THE PARTY OF TH	
rialog.		sh	s Bmomp!		
Action:			SHIELD TURN	s off.	
				JUN	0 3 201
Timing:					

Timing:

EPISODE #

Production:

Sc. 149 confini. C Bg.	day night Sc. 149 GNT Pnl. D Bg. day night
The state of the s	
Dialog:	
Action: - PR FALLS AT OF The WALL	SFX: X THUMPX

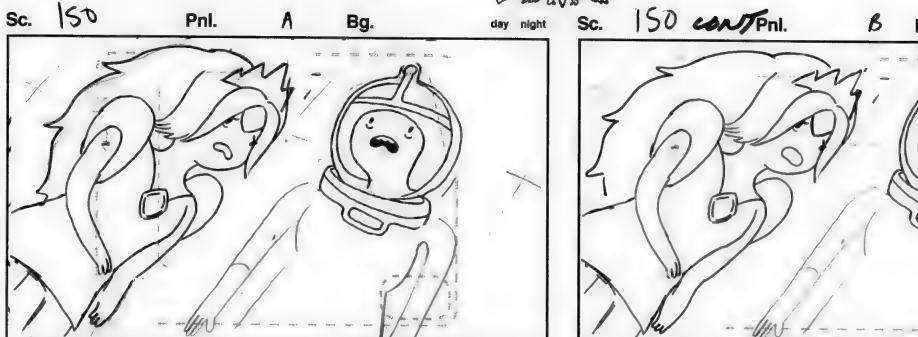
1025/186

JUHUY 3 3 2014

4	- SALENE
7	湖雪

ADVENTURE TIME





Dialog:

Breathing heavily ...)

Action:

(Breathing heavily)

Cycle

JUN 0 3 2014

Timing:

ADVENTURE TIME



Page 198

Sc. 150 confini. C Bg. day night Sc. 150 confini. D Bg.

EPISODE # 1025-18

Dialog:

(PB:

OK ... 1'11 come

clean.



Yeah right ...

Action:

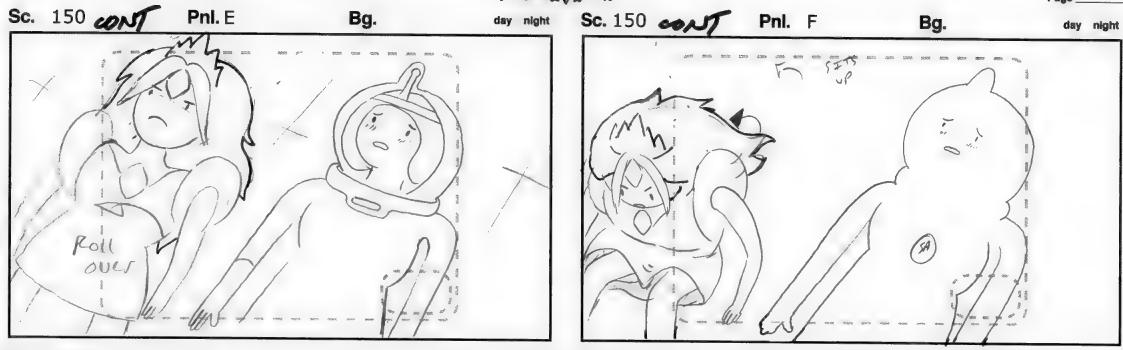
JUN 0 3 2014

Timing:

ADVENTURE TIME







Dialog:	(P3) IT WAS ME	FB) I MESSED WITH THE CORE TEMPERATURE TO GET IN HERE
Action:	(PB rolls over)	JUN 6 3 7014
Timing:		

ADV	ENT	JRE	TIME



150 CONT Pnl. Bg.

150 conf Pnl. Bg.

Dialog:

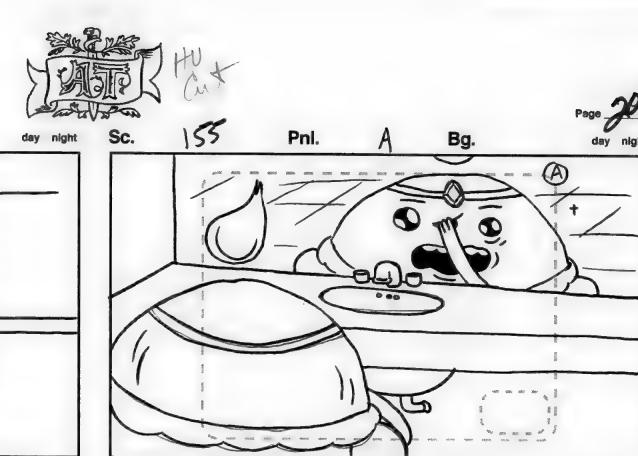
PB: I HAD TO GET NEAR YOUR WEAPONS STOCKPILE...

PB. THE FIRE GIANTS.

JUN 0 3 2014

Action:

Timing:





ADVENTURE TIME

Bg.

154 CONT Pol.

Sc.

10

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Sc.

ADVENTURE TIME

B

Bg.

SS CONTENI.

day night

Pnl.

Bg.

1025/18

ADVENTURE TIME

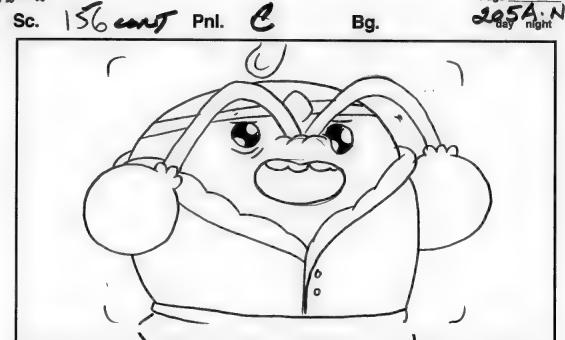


EPISODE #

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25/18

156 MIPHI B Sc. Bg.



Dialog:

CB: <LAUGHING>

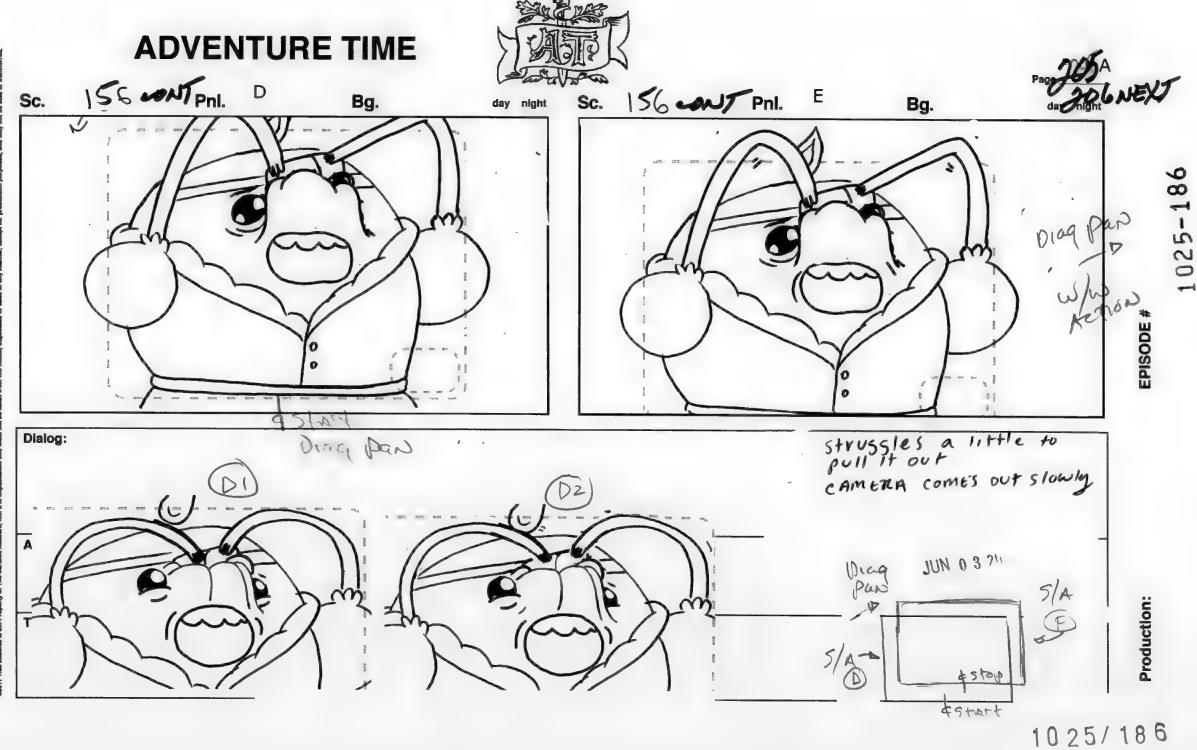
Action: - CB REACHES INTO FACE,

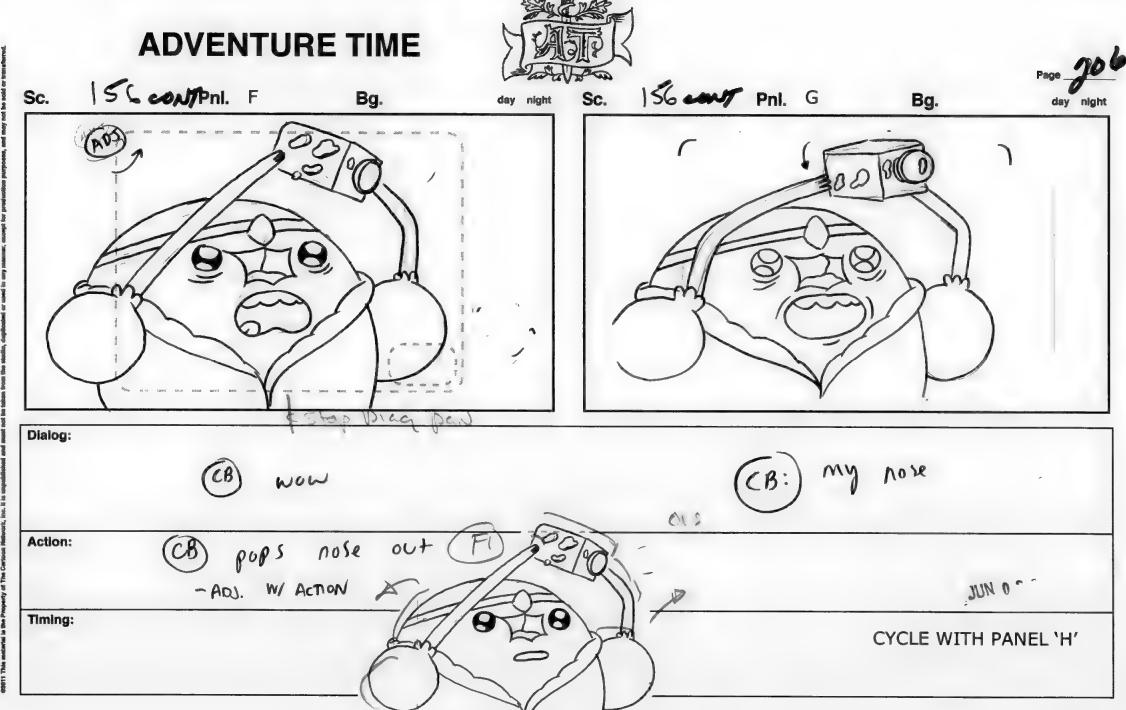
Timing:



strussies a little to pull it out

JUN 0 3 2014





-

EPISODE #

ADVENTURE TIME 156 cout Pnl. H 157 Pnl. A YOU'RE STILL SPYING ON ME?! THN 0 3 SOM

1025/186



025-186

EPISODE #

25/186

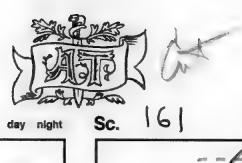
25

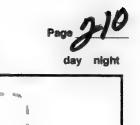
(J)

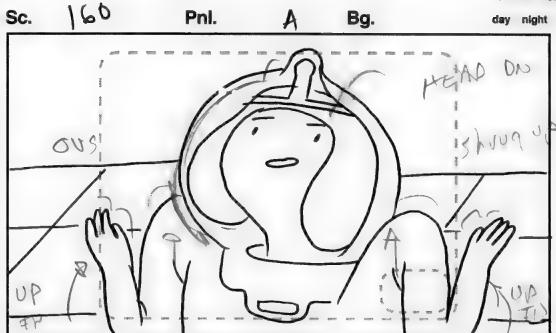
1025-186

EPISODE #

ADVENTURE TIME









Pnl.



FP: and 1t's not because
YOU'RE a scientist or
a leader...

JUN 0 3 2010

Timing:

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EPISODE #

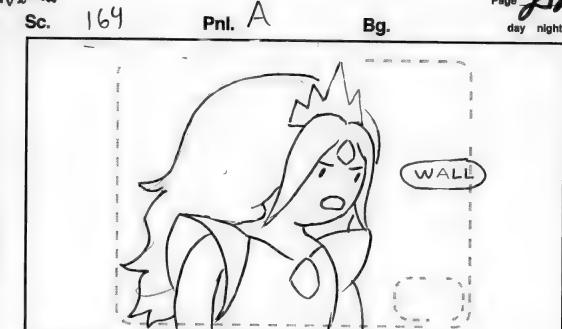
ADVENTURE TIME	- All
Sc. 161 cont Pnl. B Bg. day night Sc. 163 Pnl. A Bg.	Page 3
	COOK PROSE DESCRIPTION OF THE PROPERTY OF THE
Dialog: (FP:) 17's hecause you are a bad person.	
Action:	JUN 0 3 5010

ADVENTURE TIME



Sc. BB CONT Pnl. B Bg. day night

AND MADE WAS MADE WAS MADE AND AND MADE WAS MADE W



Dialog:

something inside you is messed up girl.

(PB lowers her hand) (closes mouth)

JUN 0 3 20 1

Timing:

Action:

ADVENTURE TIME



164 CONT Pol. C Sc. 164 CONT Pol. B Bg. Bg.

and whatever it is. Dialog: 515 h ...

Action:

Timing:

EPISODE #

1025/186

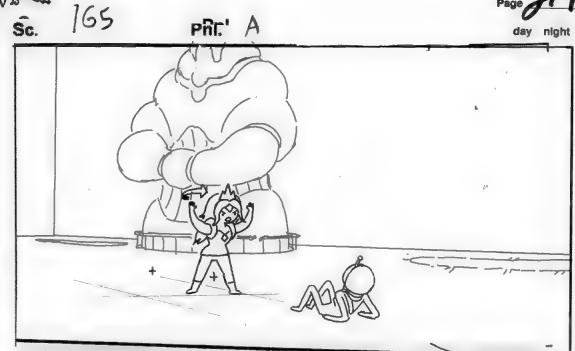
JUN 0 3 2014

ADVENTURE TIME



Page 314

Sc. 164 CONT Pnl. Bg. day night



D	iald	g:	



whatever ...



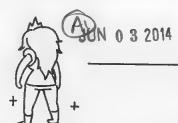
whatever PB!!!

JIN	0	3	2014

Action:

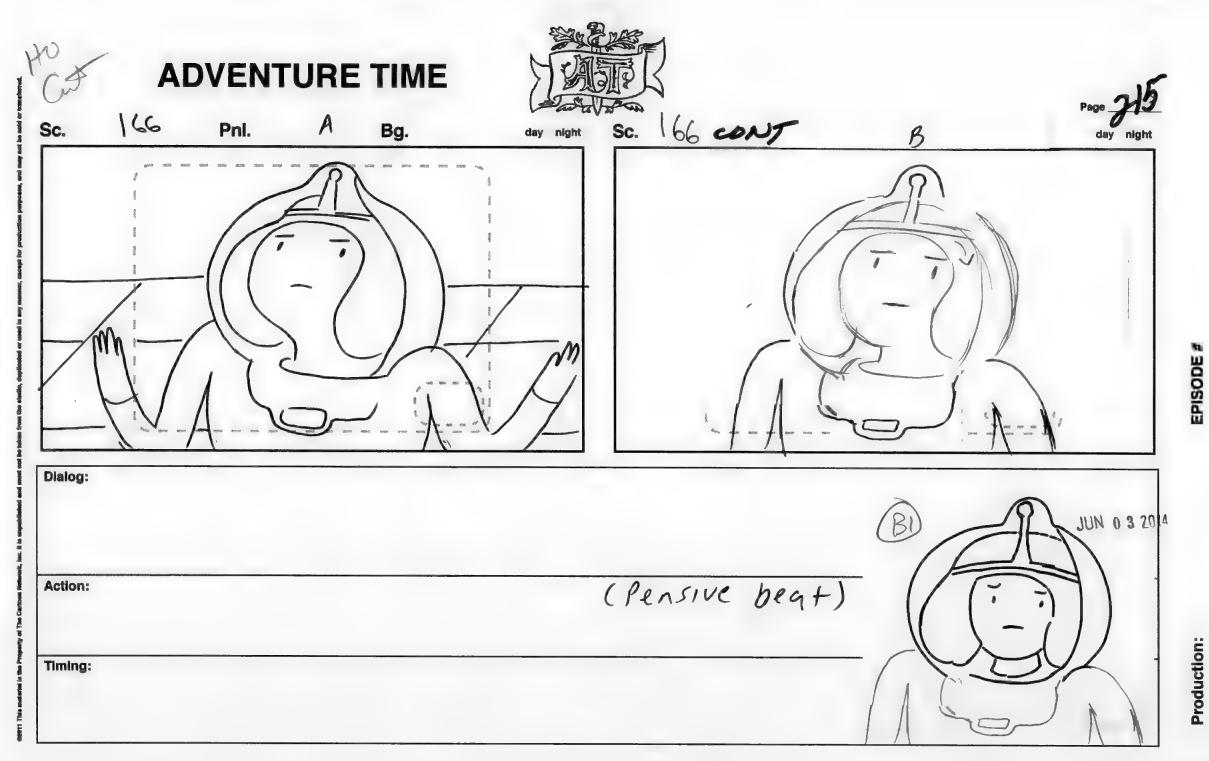
(Swipes hand down)

-FP TURNS SUDDENLY



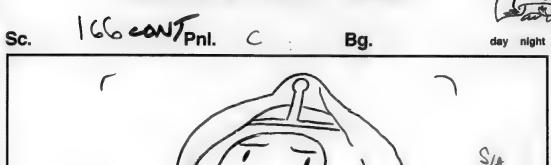
Timing:

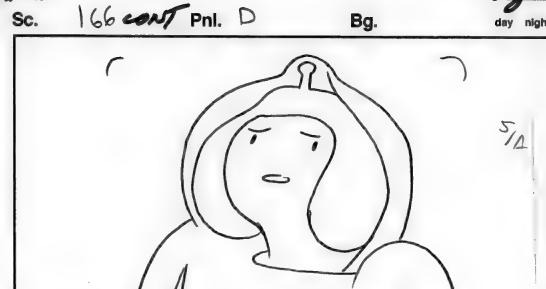
Depthos



ADVENTURE TIME







			3/4
	(0)) }	
/ /	(.)	1
/ /\			
 / / 1	to a variable of the state of t		

(PB:) OKAY ... Keep one last FIRE GIANT ...

(PB:) I'm not a bad person.

(moves exprows slightly,

JUN 0 3 20'

Timing:

Action:

ADVENTURE TIME



66 CONT Pol. Sc. Bg. 167

Pnl. A

Bg.

Dialog:

want you fo see that.

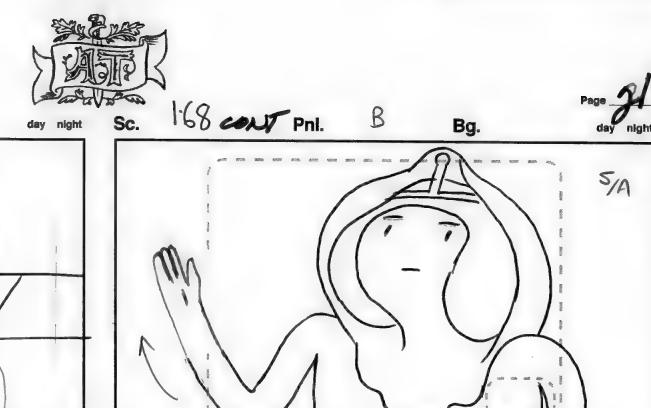
(BEAT)

Action:

Timing:

JUN 0 3 2014

Sc.	168	Pnl.	A	Bg.
mposes, and may		,	/_	B
SC of the taken from the studie, duplicated or used in any manner, except for production pumposes, and may not be cold or tree	4	(((-	-
od is any manner, se				
	/		(3	
taken from the studio	/	4	7	
Dial	og:	(OR:)	000	
Mc. R to unpublish			PRO	DMISE
i i	on:			



(LIFTS UP her hand to Shake)

JUN 0 3 2011

Production:

EPISODE #

025-186

EPISODE#

1025/186

Production:

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Timin

ADVENTURE TIME







Sc. (70 conf Pnl. 6 Bg. dey night

Sc. 170 SOLT Pril. D Bg. day night

(FP:

BE FIBBIN'.

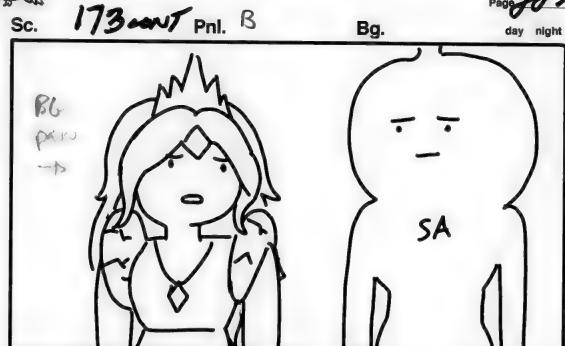
JUN 0 3 SOM

Production :



Page 233

BG A Bg. R day night



Dialog:

1025/186

FP Its Phoebe,

AY FIRST NAME IS PHOEBE ...

Action: -FP +PB WALK IN SILENCE FOR

JUN 0 3 2014

Timing:

Production:

1025-186

Timing:

ADVENTURE TIME



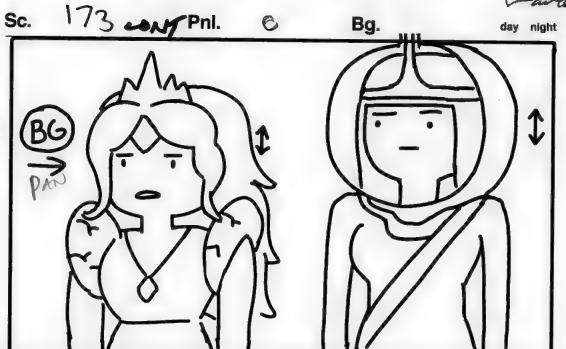




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25/186

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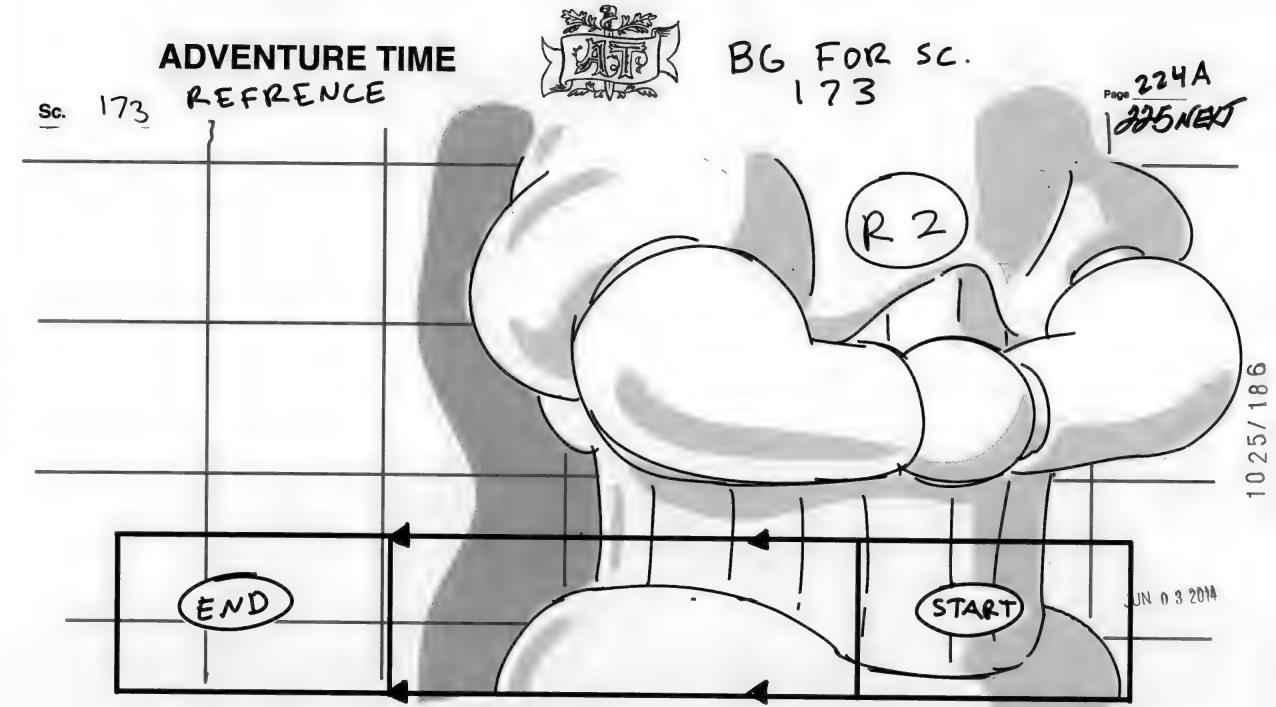


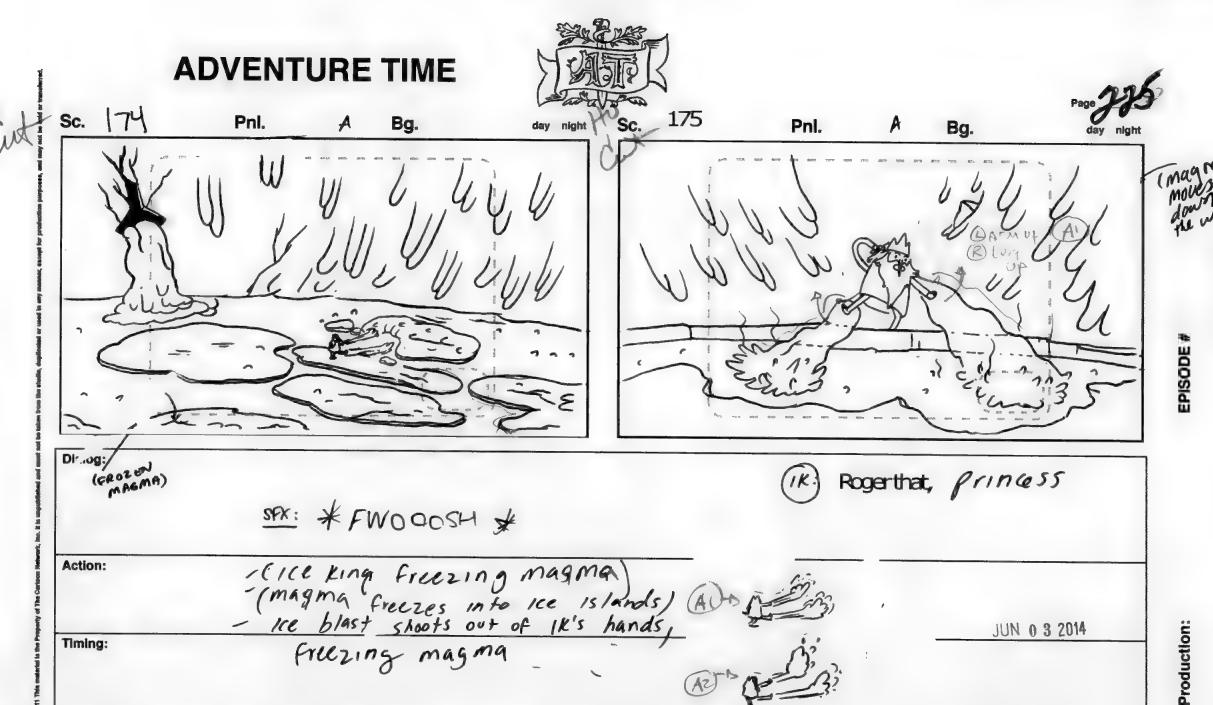


Dialog:	EP.	Stx: BEEP =		
	FP: YOU., ASKED EARLIER	PB: ICE KING, CALL IT OFF		
Action:	(CONTINUE WALKING	-PB ACTIVATES COMMUNICATOR, JUN 0 3 2014		

Production:

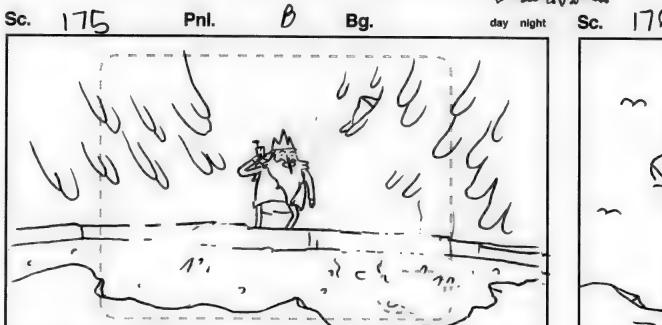
EPISODE #

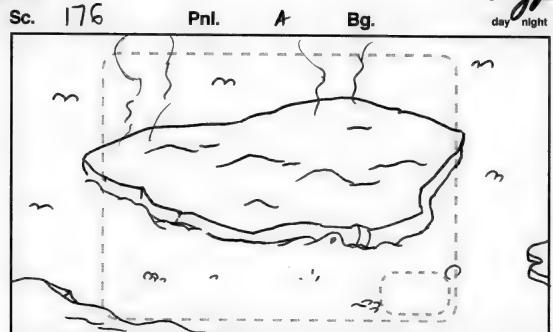




ADVENTURE TIME







Dialog:

SFX: FSHHLI

Action: (Ik stops and stands) — mag ma boils, bubbles/pgs

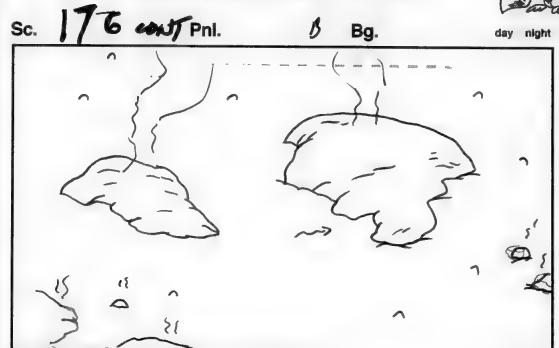
JUN 032014

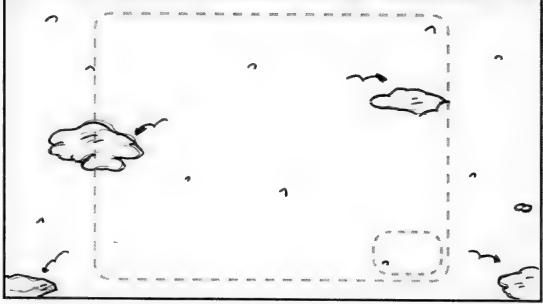


ADVENTURE TIME



176 OUT Pol.





Dialog:		
Action:	magma melts and float away wo	
Timing:		JUN 0 3 7 PM

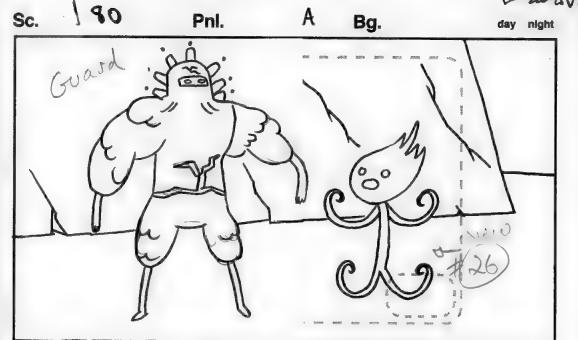
Production:

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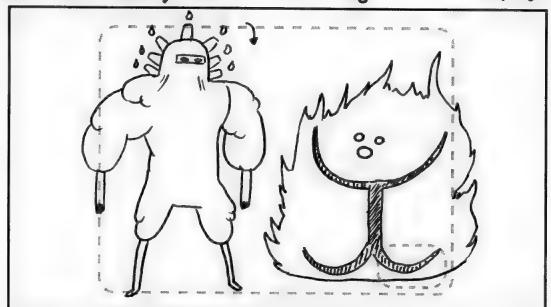
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EPISODE #

Production:



ADVENTURE TIME



Dialog:	SFX: * FWOOSH *
Action:	- Match stick hody furns dark as flame fishts up. -F. GUARD'S JETS GROW
Timing:	JUN 0 3 501,

	ADVENTURI			18/2				
Sc.)	80 CONT Pol. C	Bg.	day night	Sc. 187	CONT P	oni. D	Bg.	Page day
		when so				DUS DUS	J. So	
Dialog:		***************************************						
					Fguard): (ny jets! Yes!!	
Action:	Flame intensifier stick body inv	s, making,	match -				(0)	3
Timing:						NUN	0 3 5018	

EPISODE #

Production:

181

ADVENTURE TIME

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Bg.

Pnl.

Sc. |8|

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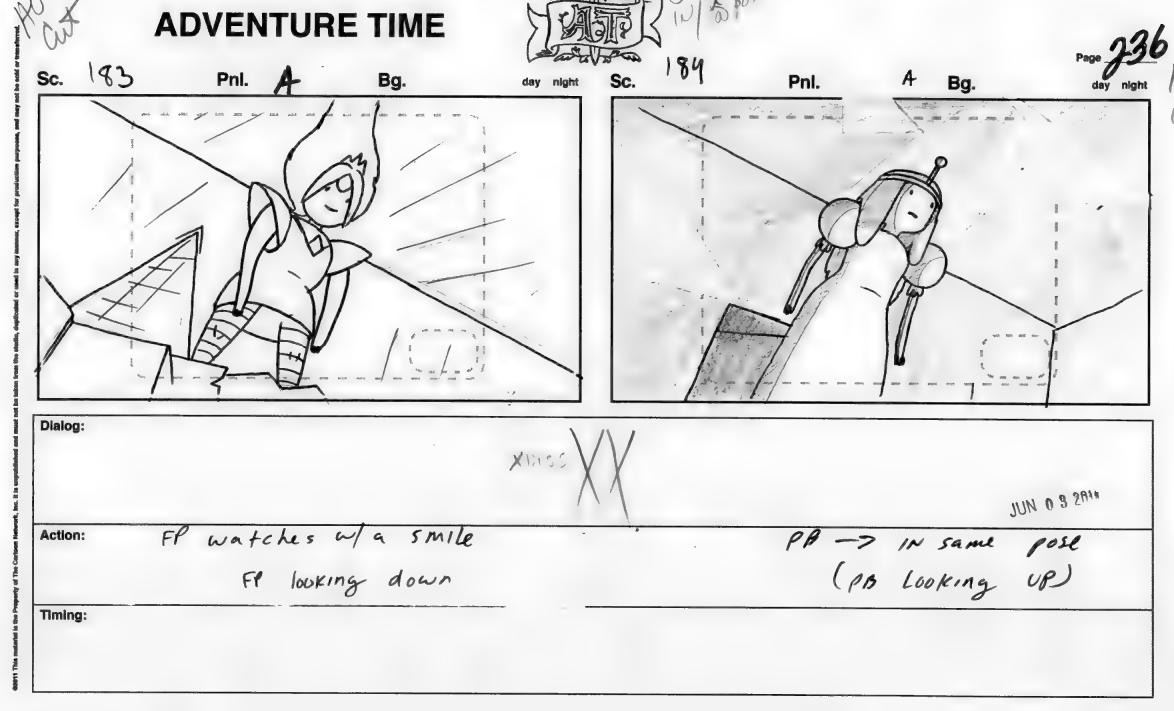
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Production:

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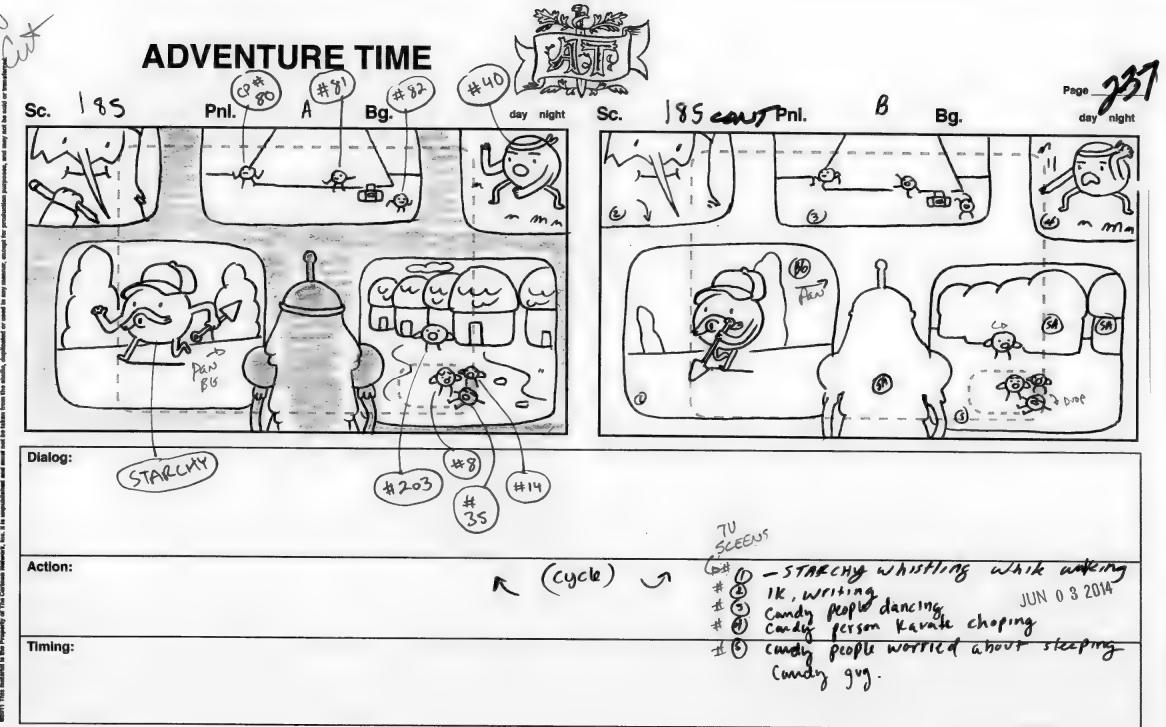
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Production:



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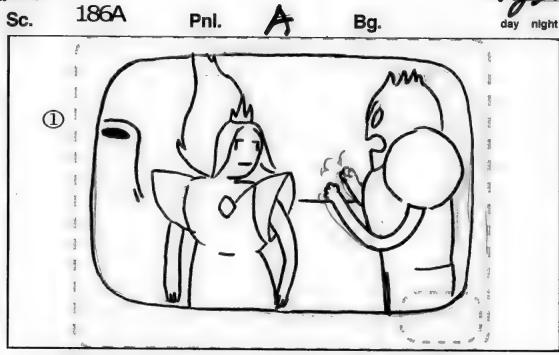
ADVENTURE TIME



FLINT:

Page 238
day night

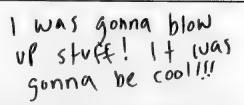
Sc. 86 Pnl. A Bg. day night



Action:

(PB WATCHES)

Timing:

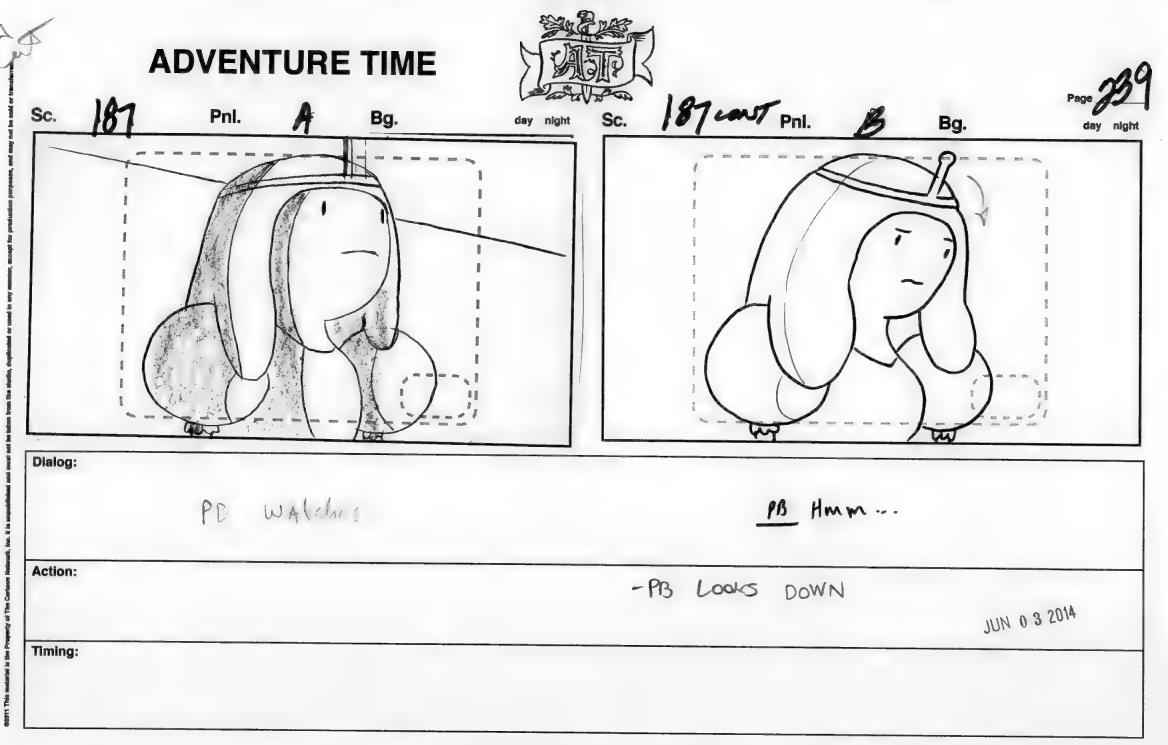




JUN 0 3 2014

Production

EPISODE #



Production:

ADVENTURE TIME Sc. 187 CONT Pnl. Bg.	day night Sc. 188 Pnl.	A Bg.	Page 240 NO PG 5 241 - 249
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Dialog: PB: eh Action:			10 25
Timing:		JUI	Production:

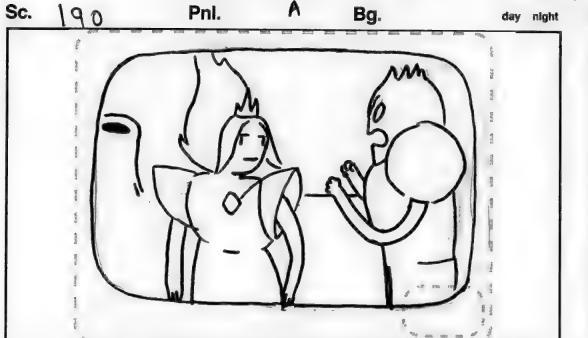
ADVENTURE TIME 189 CONT POIL Bg. Sc. 89 Pnl. Bg. our arion a wires gratified EPISODE# Dialog: PB : [EXHALE] JUN 0 3 2014 CUTOFF hands reach into wires) she grass em (one last look) INHALE 12) Production: Timing.

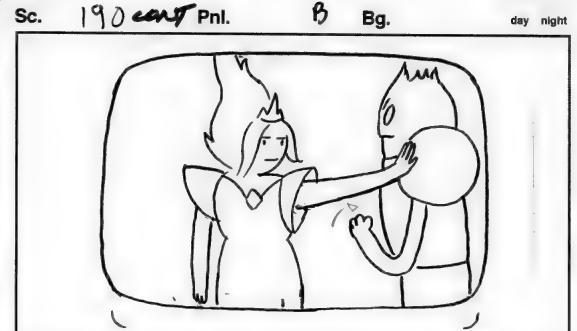
1025/186

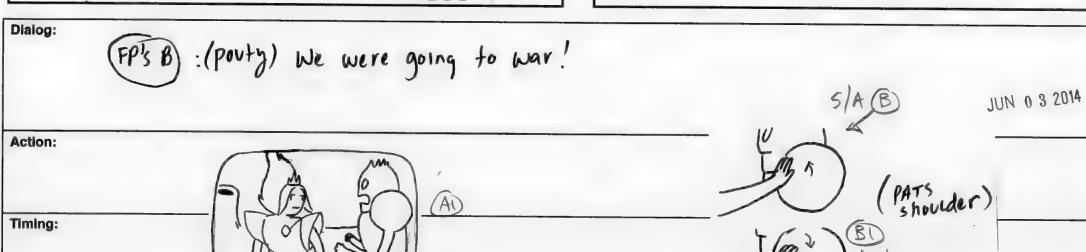


ADVENTURE TIME









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EPISODE #

day night

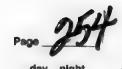
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ADVENTURE TIME 193 Pni. Sc. P Bg.



193 - Pnl. Bg.



1025-186

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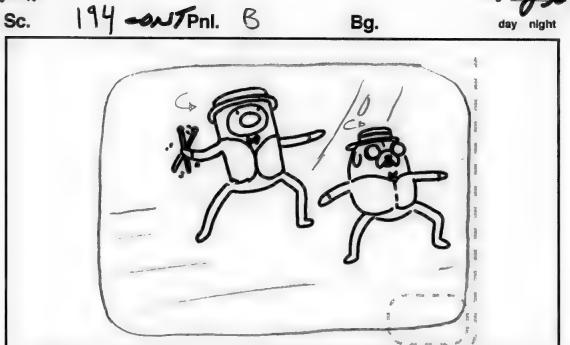
(PB TURNS AND LOOKS) Action:

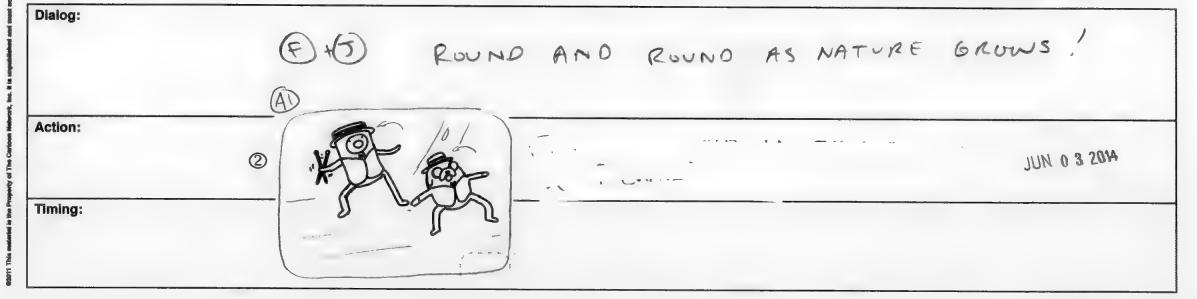
Production:

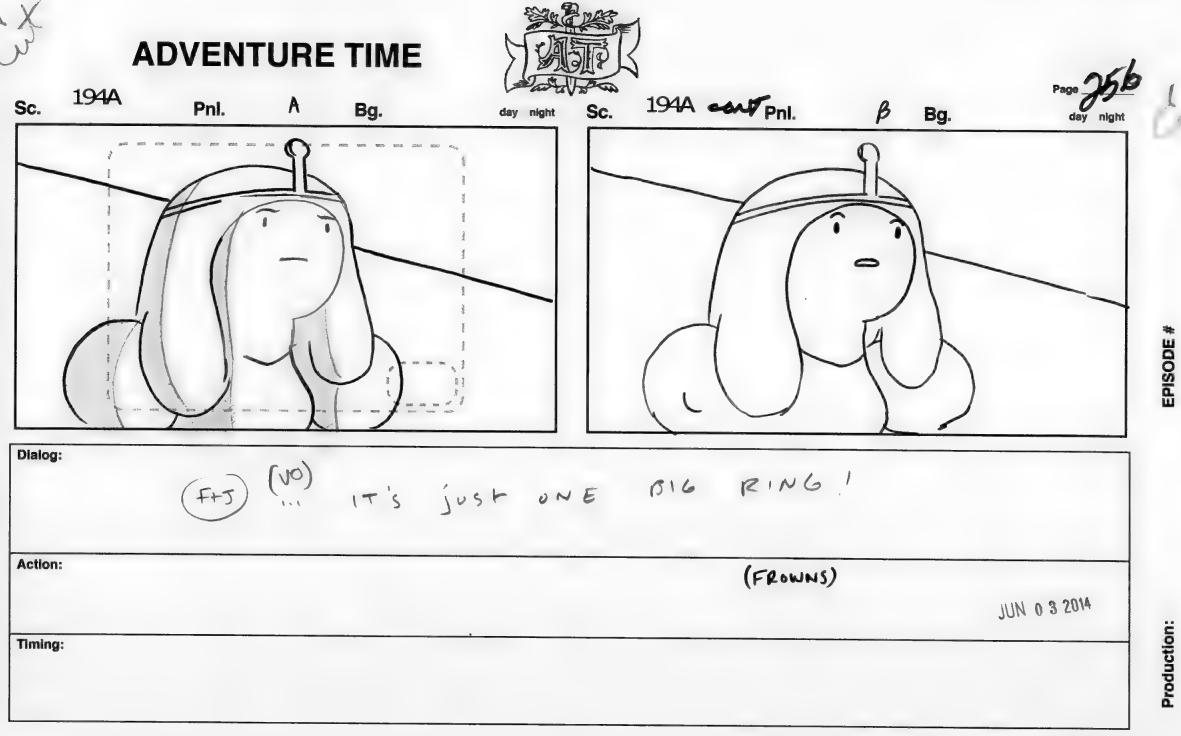
ADVENTURE TIME



194 Sc. Pnl. Bg.



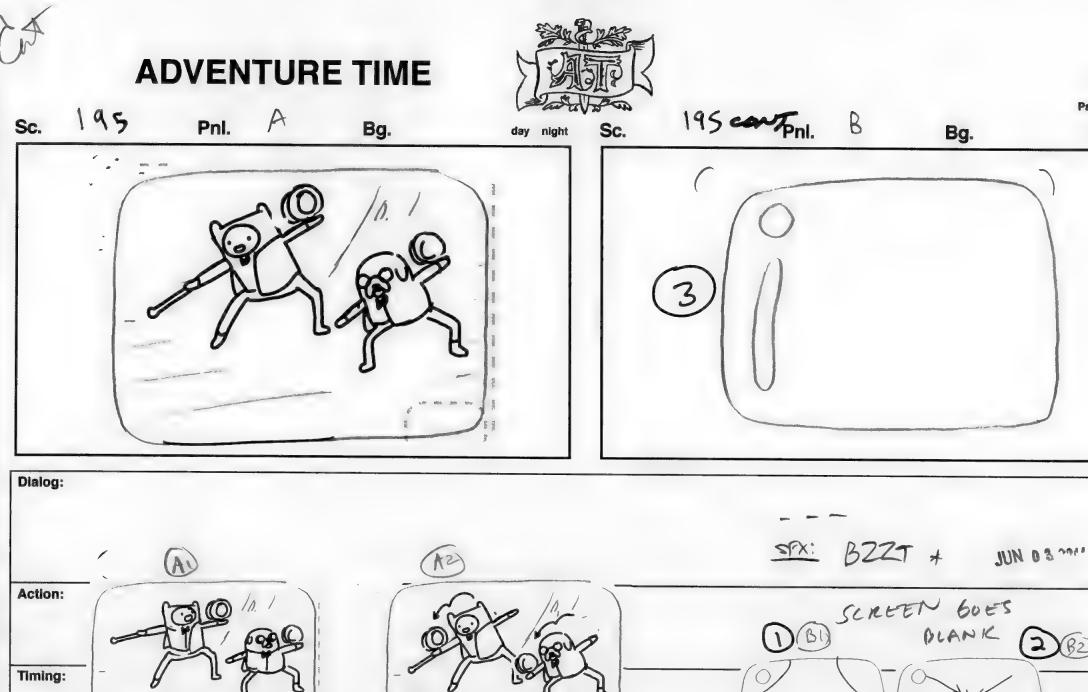




Production:

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196 carteni. B

Sc. 96 Pnl. Bg.

Dialog:					
	A		SFX	* CHYUUU *	
Action:		(SEE PB'S ARM MOVE OUT) (SPANKS SHOUT OUT)		AMONITORS	POWER JUN 0 3 2014
Timing:			_		

Action:

Timing:

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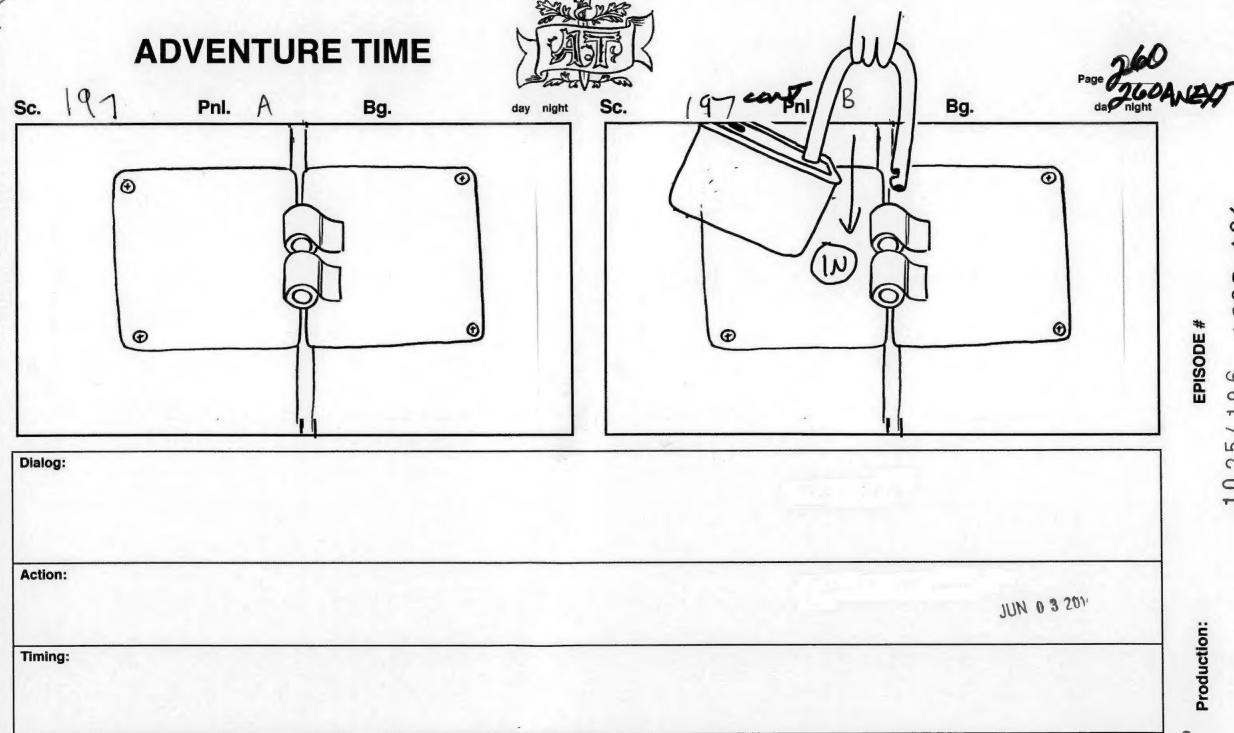
1025/186

Production:

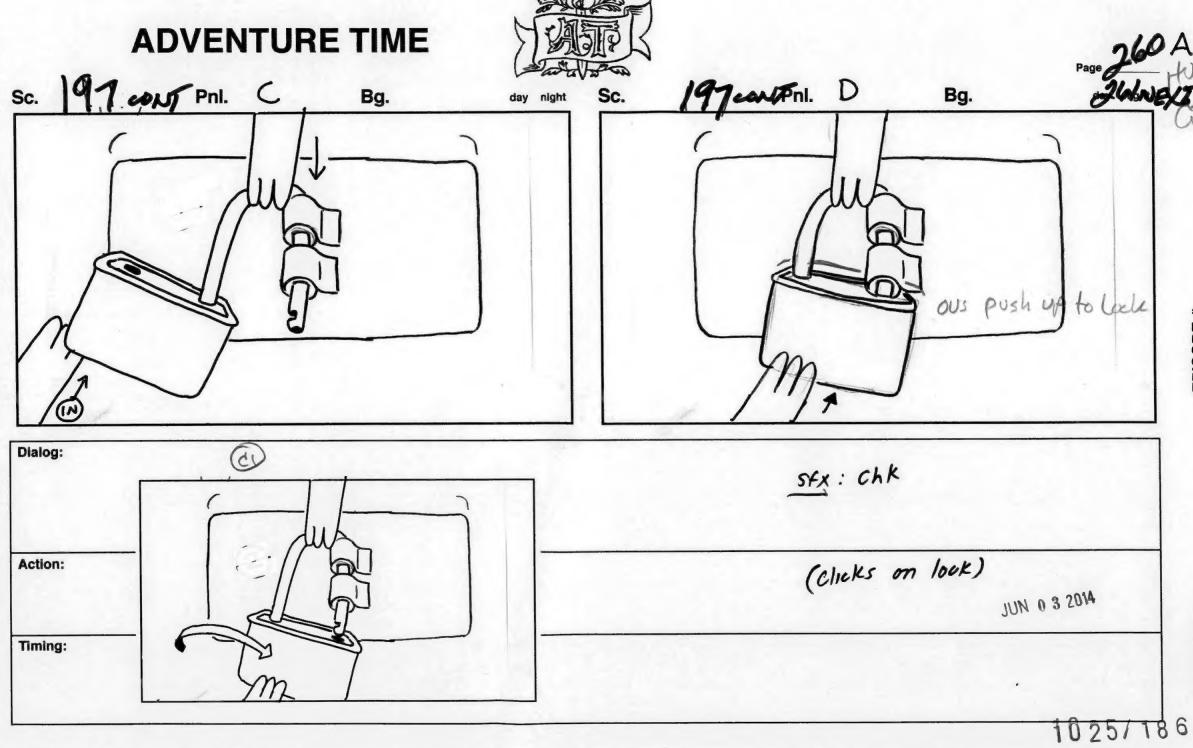
1025/186

(monitors black out) (Room goes dark)

JUN 03 2011



1025-186 186 1025/

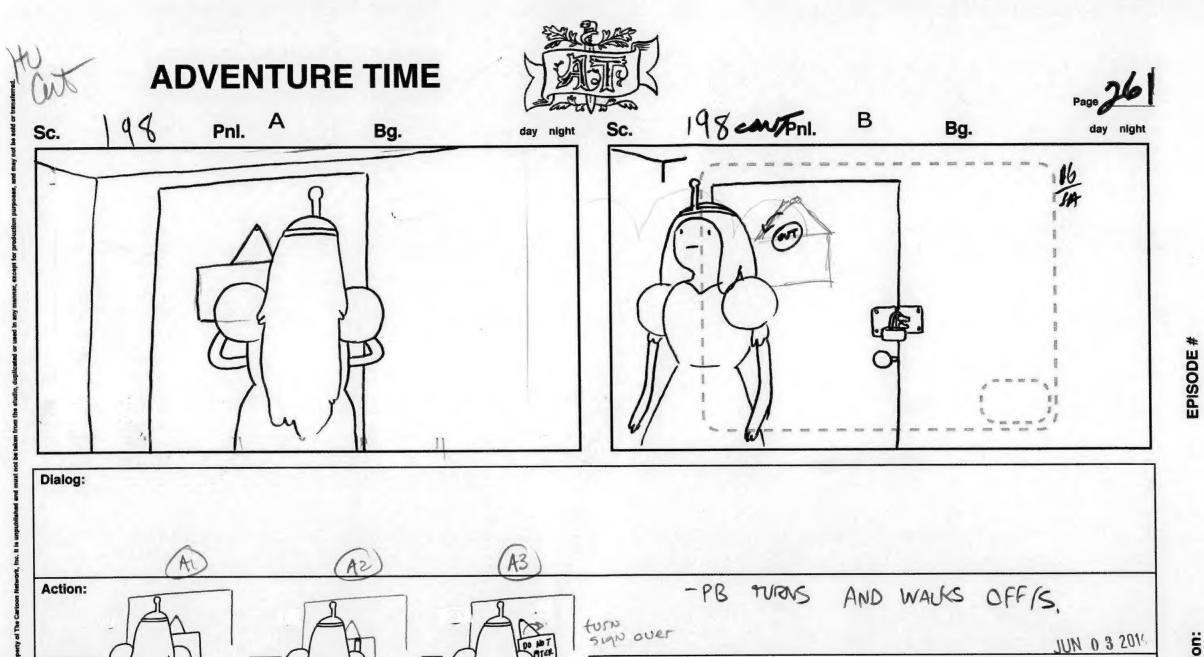


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Timing:

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